

An adventure for use with

STAR TREK[®]
THE ROLE PLAYING GAME

2211

A MATTER OF PRIORITIES



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Introduction

A Matter of Priorities is a role-playing adventure designed for use in conjunction with **The Klingons** supplement to the **Star Trek: The Role-Playing Game** system. It is intended for a group of up to eight player-characters. In this adventure, players assume the roles of officers from the Imperial Klingon Battlecruiser *Malevolent* who are called upon to investigate a possible breach of security on a secret outpost in the disputed area known as the Triangle, which borders the Klingon and Romulan empires. This adventure may be used either independently or as part of a campaign already in progress. Players may use characters already developed, subject to the gamemaster's approval, or may select from a group of pre-generated characters included in this booklet. The gamemaster may use the contents of this booklet as presented or may modify the adventure for use in an existing campaign.

PLOT SYNOPSIS

During routine patrol near the Triangle zone, the Klingon battlecruiser *Malevolent* unexpectedly receives priority **Orders From Fleet Command** to carry out an immediate inspection of a Klingon outpost on the planet Valtor III deep inside Triangle space. Consulting the ship's **Computer Files**, player characters learn that Valtor III is part of the secret Korreg Program under the control of the powerful Subaiesh line. A review of the **Background Information** will acquaint players with vital information concerning this secret outpost, allowing the players to formulate a plan of action prior to their **Arrival At Valtor III**. Once on the planet, the players are welcomed by the outpost's Deputy Commander Major Meneti during **Meneti's Reception**. In the private conference that follows, Meneti denounces his superior, Captain Kletarc, as a traitor in the pay of the Romulans who seeks to incite the local kuve to rebellion. In support of his charge, Meneti produces evidence that seems to confirm Kletarc's treason. Yet, despite Meneti's reputation and the evidence presented, there still remain many unanswered questions that must be investigated. Working against the clock, players must act quickly to complete their **Base Inspection**, while using their own initiative to uncover the truth behind recent events on Valtor before **The Romulan Threat** escalates the situation beyond their control.

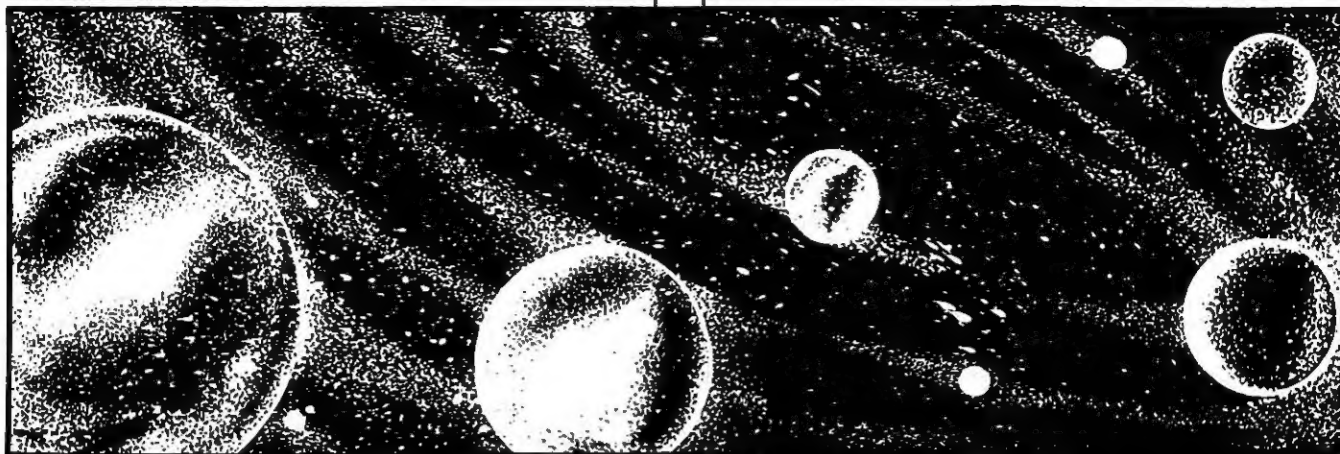
This is a free-form adventure with no set solution or conclusion. Based on evidence already available and whatever facts they can learn firsthand, players will decide for themselves how best to handle the situation as it unfolds. In this adventure, player actions will be determined as much by personal motivations as by the conditions around them. The combination of individual actions based on individual player goals and confidential information in the gamemaster's possession generate the plot that makes up this adventure.



CONTENTS OF THIS BOOK

This booklet contains all the information needed to run **A Matter of Priorities** to completion. Detailed information on the sections mentioned above is provided, along with background materials on all key Klingon, Romulan, and kuve characters. Separate rosters of the Valtor garrison are provided for both players and referees. Extensive gamemaster's notes detail all the key information needed to properly moderate this adventure. Also included is a map of Valtor III highlighting the significant surface features, a layout of the Klingon outpost and the Jileaca settlement, and a Quartermaster's Section covering Klingon and Romulan equipment as well as special items of interest that can be used in this adventure. Also included are all the plans, charts, and tables needed to stage the adventure. These may be duplicated for use in the game. Players are encouraged to make use of FASA's **Klingon Battlecruiser Deck Plans** and the **Star Trek III Combat Game**, if available.

The Adventure



A Matter of Priorities begins aboard the Imperial Klingon battlecruiser *Malevolent*. An unexpected change in course has just been executed, following the arrival of special orders direct from Imperial Fleet Command to divert the vessel at once to Valtor III, a planet that lies in the Triangle zone between the Klingon and Romulan empires. Estimated time of arrival is three hours. Before entering the Valtor system, the Captain orders a briefing to discuss the mission with those officers who will make up the inspection team.

ORDERS FROM FLEET COMMAND

Once the captain has made certain they are not under surveillance, the orders received from Fleet Command are disclosed. The text of these new orders is as follows:

FROM: Ko'Shar, Admiral Commanding

Quadrant Beta

Sector 1-273-A

TO: IKV *Malevolent*

Officer Commanding Imperial Battlecruiser *Malevolent* will proceed to outpost planet Valtor III there to conduct priority security inspection. Captain's discretion is assumed. Security Report required 48 standard hours maximum. End Transmission.

COMMAND DIRECTIVES

Once it has been determined that the *Malevolent* has been ordered into the Triangle, a familiarization with Imperial Klingon policy governing operations in this area is in order. That policy can be briefly summarized as follows:

Command Orders For Area Designation Triangle Zone

The following directives are to be considered in effect immediately upon entering Triangle Zone space and to remain in effect until return to Klingon-controlled space.

Priority 1: When operating within the confines of the Triangle zone, the first responsibility of command personnel is to preserve and protect Imperial interests by whatever means available. The security, and when required, the secrecy, of Klingon presence in the Triangle is to be maintained at all costs.

Priority 2: Subject to the above conditions, command personnel will act at all times to limit the influence of enemy powers in the region whenever possible and at all costs.

Priority 3: Except where the above conditions apply, all command personnel will avoid hostile contact with enemy fleet units unless such contact is unavoidable. In those instances, command personnel are to remove any possible threats to Klingon operations in the Triangle.

MISSION PARAMETERS

As indicated in the orders from Fleet Command, "Captain's discretion" permits the officer commanding the base inspection full latitude in dealing with any out-of-the-ordinary findings that may come to light. Under this guideline, the Captain or his designated subordinates can make specific recommendations that have the weight of direct orders from Fleet Command. They can replace or reassign base personnel and, in extreme cases, may take temporary command of the installation itself. Of course, in any instance where Captain's discretion is invoked, the officer or his subordinate will be required to defend his actions at a later date. It should be remembered that Fleet Command takes a dim view of those who overstep their authority.

Command orders also specify that a full inspection report, together with a summary of any actions taken, are required within 48 hours of these orders being received. Once the time limit has expired, the matter of Valtor III will be delegated to others, and the officers of the *Malevolent* will likely be recalled to explain their inefficiency.

THE MISSION

Arrival at Valtor III

Upon arrival, short-range sensor scans reveal the Valtor system to be an insignificant group of planets orbiting a small, red sun of no particular interest. The two innermost planets are little more than large collections of unstable, molten rock. The outermost planet is a typical gas giant. The entire system is ringed by a dense asteroid belt at its furthest point. Only one class M planet, Valtor III, is capable of supporting life of any kind. On entering the system, sensors detect signs of an underground command post in the northern hemisphere. This is the Valtor listening post used to monitor enemy ship movement and communications in Romulan space.

Additional sensor data show Valtor III to be a world hidden from view by dense cloud layers. In many respects, it is similar to the Terran Venus, and there are indications the planet is still volcanically active. In addition to a meager oxygen/nitrogen mix, the planet's atmosphere contains a high concentration of heavier elements. These heavy elements, along with the reflective quality of the upper atmosphere, combine to make bombardment of ground targets by disruptor fire ineffective. Due to the erratic magnetic fields around the planet, travel by transporter would be hazardous in the extreme. Transportation to and from the planet can only be accomplished through the use of shuttlecraft.

Standard operational procedure dictates that all visiting officers of command rank be extended specific courtesies upon their arrival at a friendly installation. For this reason, the Valtor Base Commander is expected to open communications with the *Malevolent* as soon as possible and to grant the ship's Captain formal permission to assume a standard orbit around Valtor III. While Valtor's long-range sensors have been aware of the *Malevolent's* presence for some time, no such protocol is forthcoming. Disturbing also is the planet's failure to ritually lower its defensive shields after the *Malevolent* has made a similar gesture. In a visual communication, Base Commander Kletarc, who appears very ill, informs the *Malevolent* that a native disease precludes any possibility of an inspection at this time. With that, communication is broken off. Ship's sensors cannot verify this claim one way or the other.

The Landing Party

In addition to the Captain and the players making up the inspection team, the *Malevolent's* landing party will also include three marine guards. This adventure assumes all members of the landing party will be provided with standard equipment as detailed in FASA's *The Klingons* supplement. Players will be armed with Mark II hand disruptors, except for the Captain and his Executive Officer, who will each carry a Mark III. The marine guards will also be armed with Mark II disruptor rifles. Should they foresee a need to explore the planet's surface, there are environmental suits available aboard ship. Although they provide added safety, such suits are bulky and thus reduce mobility. For that reason, the suits are to be considered optional.

As the *Malevolent's* shuttlecraft is prepared for launch, Communications reports a coded message from the local Marine Commander, Major Meneti. An examination of the transmission shows Meneti to be using a special security

code known only to Captain Kletarc and the ship's Chief of Security. While ship's Security cannot explain how a marine major came into possession of this code, the contents of the communique are, nevertheless, clear enough:

TO: Kursak, Captain, IKV *Malevolent*

Kletarc not to be trusted. Suspect he plans action against ship personnel. Have proof of treason on his part. Be wary. End transmission.

Meneti's Reception

Arriving at a hidden landing pad near the outpost's defensive perimeter, the landing party is conveyed to an underground hangar where they are greeted by the base Deputy Commander, Major Meneti. In deference to Kursak's authority, Meneti is accompanied by only two guards, although his rank would normally entitle him to the same number as a ship's Captain. Meneti explains that his superior, Captain Kletarc, has been called away to deal with an uprising of local kuve. As travel turbos carry the landing party to the outpost's administrative center, Meneti fills in details concerning recent events on the planet. These include dark hints that Kletarc may be responsible for the difficulties with the Jileaca.

As it is early evening, local planetary time, Meneti has arranged a reception in the landing party's honor. Numerous rare foods, both local and native Klinzai delicacies, are on hand, including several rare Romulan dishes. Meneti fancies himself something of a connoisseur and will spare no effort to make a good impression on his important guests. In each instance, Meneti is careful to sample each item before inviting his guests to partake in order to allay any fears of poisoning.

During this time, the landing party get their first sight of the Jileaca, the kuve race native to Valtor. Also present at the reception are three Klingon/Romulan fusions as part of



Meneti's personal staff. Meneti explains that these are old friends of his. They are officers in the Klingon colonization branch temporarily assigned to his staff while awaiting reassignment to a new settlement near the Romulan border. In addition to these special staff officers are several female members of the garrison. As the night continues, these act especially friendly toward all members of the landing party, inquiring about news from the outside and making offers of a personal tour of the outpost.

During the reception, Meneti shows little hesitation in making unfavorable comments at Captain Kletarc's expense. Meneti confesses he sees little need for so large a garrison on Valtor, and indicates his men have been treated unfairly by Kletarc in the past. Meneti further suggests that he and his marines could be of better use to the Empire elsewhere. With this in mind, Meneti quietly hints that, by virtue of his reputation and connections in certain circles, he could guarantee Kursak the command of a squadron in exchange for his assistance in removing Meneti's command to another duty station. If, after the inspection is completed, the *Malevolent* would transport his troops to another port of call, Meneti promises he will not be slow in repaying the kindness shown them.

Meneti attempts to improve his relations with the landing party by offering them some special entertainments not usually found aboard ship. To begin, Meneti surprises the assembled officers by presenting an Orion slavegirl to perform for their amusement. Green Orion slaves are known throughout the galaxy for their animal charm and allure. (This is largely due to the Orions' biochemical makeup; their bodies generate large quantities of chemical pheromones that act much like a love potion to any in attendance. The Deltans have a similar ability.) As the Orion continues her performance, those present will need to make periodic saving throws against their combined INT and LUC levels, divided by 10 and rounded down, to avoid becoming overcome with desire for her. Following the Orion's dance, two of Meneti's marines are introduced and proceed to give a very expert exhibition of unarmed combat techniques, following which Meneti suggests a wager to see whether any of the *Malevolent's* crew can beat either of his troopers. Meneti's wager will be a very large one, tempting to anyone on mere officer's pay.

Private Meetings

At the conclusion of the evening's entertainments, the discussion takes on a more serious turn. After everyone has left the area, the reception room will be sealed off. A small pocket scrambler (see the **Quartermaster's Section**) will further ensure that discussions are not subject to surveillance. With their privacy guaranteed, Meneti begins a furious attack against Captain Kletarc, whose whereabouts at this time are said to be unknown. Meneti believes his superior to be secretly planning to incite the Jileaca into revolt, aided by arms and training provided by the Romulans. To back up this allegation, Meneti will produce a series of surveillance tapes that seem to show Kletarc engaged in treasonable activities. In the first, Kletarc is seen meeting with what appear to be Romulan agents; in the next, the Base Commander is viewed handing over several old-style Romulan hand weapons to the local kuve; and in the last, Kletarc is seen receiving a large number of dilithium crystals, presumably in payment for his treachery.



At face value, such actions might seem unthinkable of any Klingon officer. Meneti submits, however, that Kletarc's treason may be due to his strong personal hatred of the peace-loving Subaiesh. It would be a serious blow to the Subaiesh cause should an important installation like Valtor fall to the enemy because of an unexpected kuve revolt. While Meneti admits that he and his superior have quarreled in the past over Imperial policy, he also confesses that the lack the support from his own marines (many of whom have been bought off by Kletarc) has prevented him from taking action on his own. He claims that is why he warned the landing party of Kletarc's treachery, with the help of the base Security Chief. Shortly before the landing party's arrival, the Security Officer was found dead in his quarters. All the more reason, therefore, to have the marine contingent taken aboard the *Malevolent*, to remove them from Kletarc's influence.

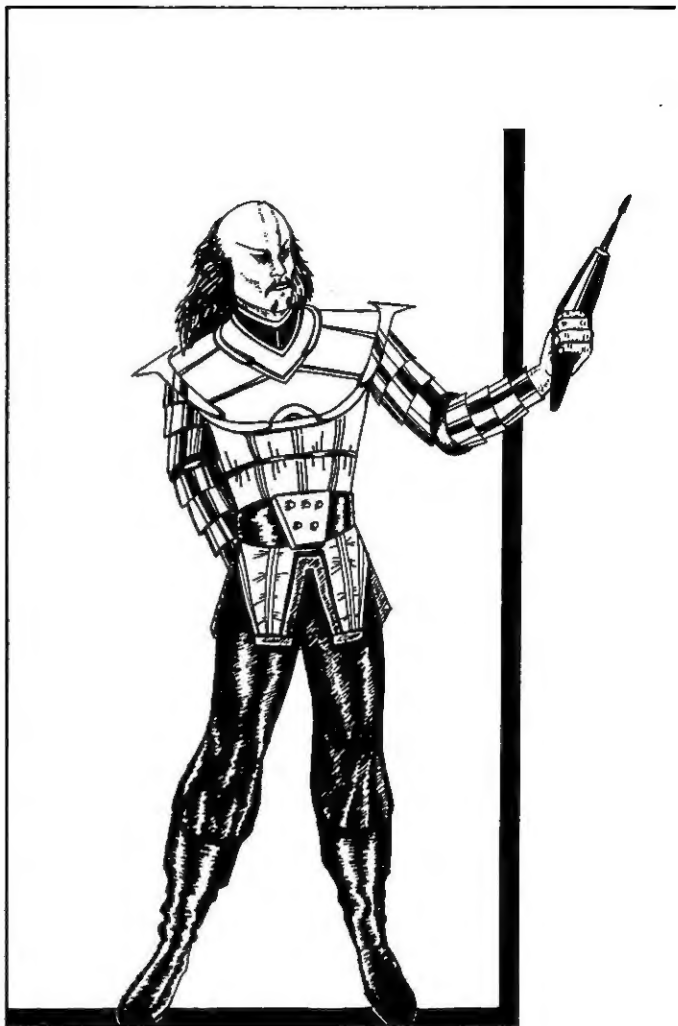
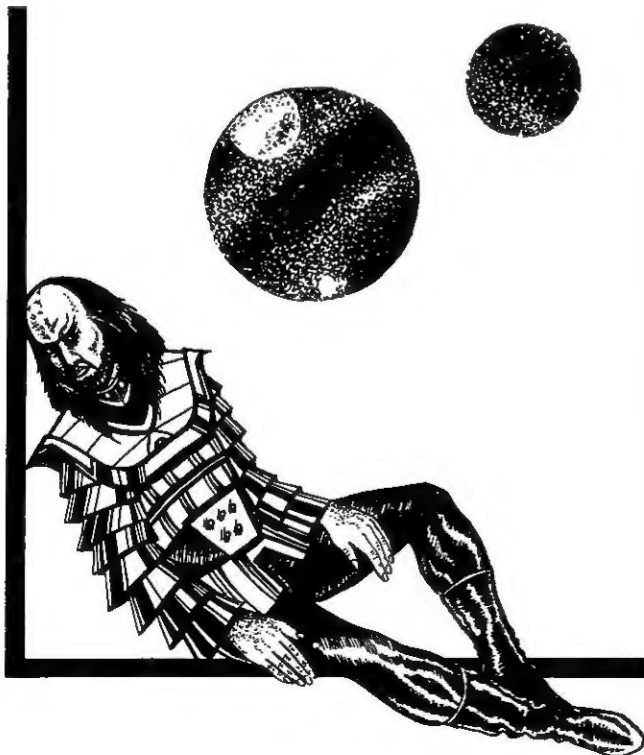
As Meneti is revealing his evidence in closed conference with the landing party, a marine guard armed with a disruptor rifle breaks into the conference room, intent on killing one or more of those inside. The assailant will appear highly agitated, almost to the point of incoherence. As Meneti sounds the alarm, those inside defend themselves as best they can. Afterward, Meneti will suggest that the unfortunate individual is the victim of a local Jileacan disease, cause unknown, that has already afflicted several members of the base. As the hour is late, further discussion is tabled until the morning, and quarters are arranged for the landing party.

Shortly after midnight, three of the garrison's junior officers secretly visit the landing party. These individuals have not been present during the reception. Acting, so they say, out of fear for their lives, they beg to be taken aboard the *Malevolent* when the base inspection is finished. All are convinced that the assassin encountered earlier was not ill, but rather, acting under orders. All have been with the garrison for over a year now and have seen how the facility works under normal circumstances.

The current state of affairs they describe is anything but normal. No one knows exactly who is in charge anymore, nor do they even care. In hushed whispers, the visitors describe to the landing party a series of incidents that suggest something very unusual has been happening on Valtor in the recent past:

Beginning two months ago, various officers hitherto devoted to Captain Kletarc have, seemingly overnight, become loyal supporters of Major Meneti.

Without explanation, naval officers with excellent service records have been replaced by marine personnel with comparable skills. Anyone who has questioned this change has either been relieved of duty or fallen victim to an unfortunate accident in recent weeks.



In the last month, numerous naval personnel have mysteriously become ill. Each of those present has also been stricken, although so far they have managed to remain on duty. Marine personnel in the outpost seem curiously unaffected.

In the last two weeks, several naval officers have mysteriously disappeared. Meneti blames their disappearance on the Jileaca, but Kletarc disagrees.

Kletarc himself has shown increasing signs of stress or illness over the last several months. As these signs have increased, the Captain has become openly antagonistic toward Meneti, on more than one occasion deliberately insulting him and his men for no apparent reason.

A week before the *Malevolent's* arrival, Kletarc violated his own orders by visiting the Jileacan camp alone. He remained there for several days, returning only when informed of the imminent approach of the warship in the Valtor system. After failing to grant common courtesies to his visitors, Kletarc then announced his intention to lead a surprise raid on the Jileaca to thwart a suspected uprising, though no indications of hostile action on the part of the normally-docile avians had been noticed.

Having given their testimony, the officers renew their pleas for protection, fear very evident in their voices. They then leave quickly, hoping to avoid detection. Following the

departure of their late-night visitors, one or more of the landing party may decide to investigate the outpost on their own before morning.

The Base Inspection

The next morning, a formal inspection of the Valtor III outpost begins, although Kletarc has still not returned, and no word has been received from the Captain or his party in over 24 hours. The inspection commences with a review of those marines still on hand under Meneti's command. A cross-reference to the security file on the Valtor garrison shows many of those present to be veterans of the last Romulan war, having served with Meneti aboard the destroyer *Slasher*. When Meneti makes a comment critical of Kletarc and those marine "accomplices" in his employ, several of the marines in formation openly, and quite uncharacteristically, voice their agreement with the Major's anti-Kletarc sentiments.

In the base's Medical Center, several of the outpost's personnel are viewed undergoing medical treatment. Those present are all navy personnel. Under questioning by Meneti, the medical staff indicate that a Valtorian virus is responsible, noting that one member of the garrison, Sensor Technician Kintax, has already died as a result. The patients all show signs of experiencing hallucinations and other mental distortions consistent with a strain of Orion Fever. The medical staff on hand admit their inability to deal with the situation properly, given the limited facilities available to them. Meneti is quick to suggest that his remaining marines might be better cared for aboard the *Malevolent*.

As the landing party enters the outpost's main power converter room, Meneti will discover a Jileacan in the act of setting an explosive charge. Though armed with a Romulan beam weapon, the intruder will surrender when escape becomes impossible. A not-too-gentle search reveals the Jileacan to be in possession of a Klingon communicator and a relay device, also of Klingon origin. The latter is intended to trigger a remote detonation of the explosive planted among the power converters. Neither device could have been

obtained without the aid of a member of the outpost's garrison. The presence of the Jileacan inside the installation also suggests assistance from someone with enough knowledge of the outpost's security system to devise a means of bypassing these defenses.

The Romulan Threat

Shortly after the Jileacan intruder is discovered, an intelligence update is received from the orbiting *Malevolent*. Although surface conditions make sensor scans difficult, there are signs of a large number of life forms converging on the Jileacan camp near the outpost. Best estimates place the number of Jileacans at nearly 500. In addition, there are unconfirmed indications of Romulan life forms also in the settlement area. Ship's sensors can confirm, however, the presence of energy weapons among the kuve. Equally disturbing is an exchange of communications detected between the kuve camp and a source somewhere in space. These communications are in Romulan code and suggest the presence of one or more Romulan warships in the vicinity.

Once it is determined that the Jileaca are making preparations to attack the outpost, it becomes necessary to deal with the kuve threat before their numbers can become decisive. Meneti will insist on the honor of leading his marines in the attack, claiming his right as the local Marine Commander in charge of the Valtor garrison, and, unofficially, his desire to settle an old score with Kletarc. Although outnumbered, the marines can draw upon superior weaponry to even the odds (see the **Quartermaster's Section**).

As ship's sensors report movement from the Jileacan camp in the direction of the outpost, two Romulan warships appear from within the system's asteroid belt. These are confirmed as two older-style, *Bird of Prey* Class VI vessels equipped with cloaking devices. Indications are the enemy is armed and headed on an intercept course toward the Klingon battlecruiser. Ship-to-ship combat between the *Malevolent* and the Romulan *Birds of Prey* can be resolved by using the **Star Trek III: Combat Game** system. In lieu of this, players may of course devise their own system.



Background Information

The following section includes material that would normally be familiar to all crew aboard the *Malevolent*. Players should review this section carefully to fully acquaint themselves with the information.

THE POLITICAL SITUATION

It is a time of change.

Behind the scenes, different factions within the Klingon Empire are vying for power and position. Tensions between political rivals are increasing daily. Prominent family lines are seeking to expand their influence at the expense of other, lesser lines.

Battle lines are being drawn. The issue dividing the Empire at present is the question of a negotiated peace with the United Federation of Planets. In recent months, a moderating influence has gained strength in the Klingon diplomatic corps. This moderate party is spearheaded by the powerful Subaiesh family. The Subaiesh line is composed primarily of Klingon/Human fusions who have long questioned the wisdom of open hostility to the UFP in the face of possible Organian intervention.

The Subaiesh argue that resources currently used to keep watch on the Federation could be more profitably spent elsewhere, primarily against the Romulans. Reaching an accord with the Federation would greatly improve the prospects for economic expansion the Empire sorely needs. And, of course, any agreement reached with the Federation need not be permanent or binding any longer than convenient. In direct opposition to this growing movement is the powerful Reshtarc line. The Reshtarc are composed exclusively of Imperial Klingons well-known for their long-standing hatred of anything Human. This includes Klingon/Human fusions. Any question of an agreement with the Federation, however temporary it might be, is seen by the Reshtarc as betrayal and outright cowardice.

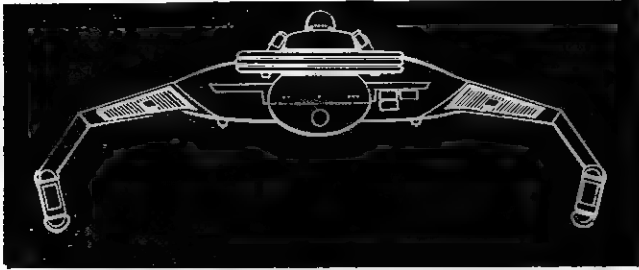
The resulting political in-fighting between these rival groups has been fierce and often vicious, with both sides competing for power and position within the Imperial Council. In past months, the Subaiesh have slowly but steadily gained in strength to the point where they are now in a position to begin influencing Imperial policy in their favor. But, just as the Subaiesh have solidified their power politically, the Reshtarc have acted to redress the balance militarily. In recent months, important squadron assignments have gone to Reshtarc supporters whenever possible. Wherever practical, the Reshtarc have had Klingon/Human Fusion officers replaced with Reshtarc or their allies. Those newly-appointed have been strongly encouraged to act on their own initiative against UFP interests, and indirectly, against that of the Subaiesh. The actions of the late Captain Krugg are but one example of this policy.



EVENTS ALONG THE NEUTRAL ZONE

Against this background of intrigue, the officers and crew of the *Malevolent* have been watching recent political developments with considerable interest. Few aboard have reason to love the Federation. As a supporter of the Reshtarc cause and a fanatical anti-Federationist, the previous commander of the *Malevolent*, Captain Karnon vestai' Trisra, eagerly sought any opportunity to embarrass the Subaiesh proposals. With this in mind, Karnon succeeded in ambushing an important ore convoy operating near the edge of the Organian Neutral Zone, prior to the start of this adventure. Under cover of an ion storm, the *Malevolent* quickly destroyed the convoy using superior combat tactics, withdrawing without incident. Given the cloaking effect of the storm and the boldness of Karnon's attack, the real cause of the convoy's destruction was never determined. The angry response anticipated from the Organians, therefore, was not forthcoming.

This independent action, in direct defiance of standing orders prohibiting military force in the Organian Neutral Zone, produced a swift reaction, however, on the part of Karnon's superiors. Given the very delicate situation that exists between the Empire and the mysterious Organians under normal circumstances, Karnon's raid was viewed as an undesirable complication. In the present political crisis, it was feared Karnon's rashness was likely to be repeated by other, less capable officers seeking personal glory, with dire consequences should they succeed in drawing the attention of the powerful Organians. Before this could occur, Karnon was dismissed from his command, the captaincy falling to his Executive Officer, Commander Kursak. At the same time, the *Malevolent* has been refitted and reassigned to duty along the Triangle zone until further notice. In this way, Imperial Command hoped to defuse a potentially volatile situation while cooler heads attempted to settle the vital issues.



THE BATTLECRUISER MALEVOLENT

The *Malevolent* is considered to be one of the better warships in the Klingon fleet. Although an older D-7 class ship lacking many of the modern features found in newer craft, the *Malevolent's* Captain and crew are proud of their reputation for daring and efficiency, a reputation many would argue they have gone out of their way to acquire. Under Captain Karnon, the *Malevolent* has seen service near the Organian Neutral Zone against Orion pirates, gaining several kills and fame to her credit, even before her most recent privateering activities brought her to the attention of Fleet Command. The reason for the *Malevolent's* success is largely due to the development of new and superior ship-to-ship tactics that have been used successfully on numerous occasions. These tactics are briefly outlined below.

OFFENSIVE TACTICAL ABILITIES

Concentration Fire

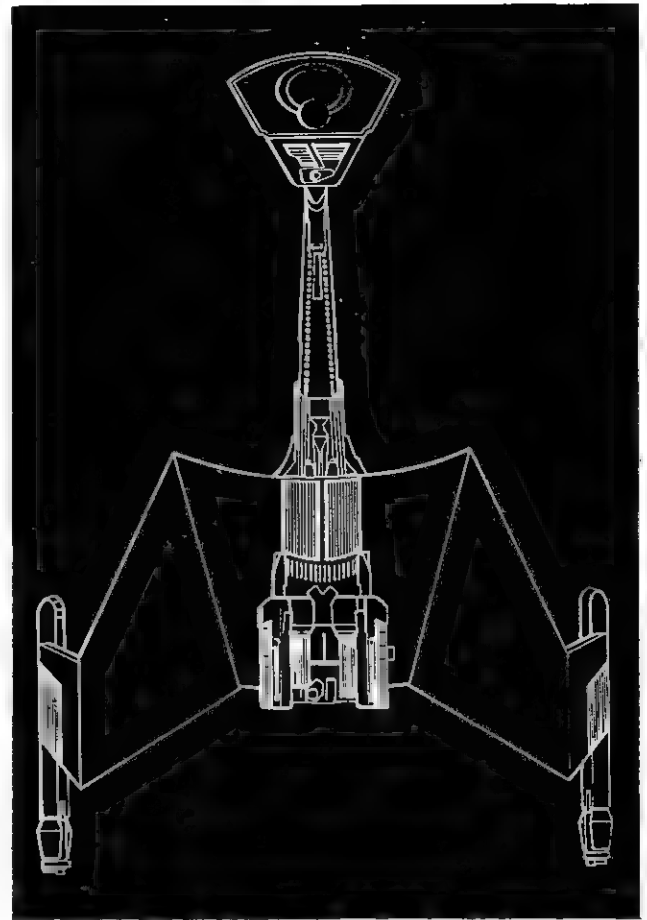
It is possible to concentrate ship's disruptor fire so as to engage a given target with all weapon batteries locked on to the same target at the same time. That means only a single die roll is needed to resolve fire for each battery, instead of several individual rolls. The single result obtained is immediately applied to all disruptors currently engaged. The use of such concentrated fire does, however, pose some risk. The need to control the channeled flow of power from more than one disruptor battery at the same time can result in a burnout of one or more of the precious dilithium crystals used to power the vessel. To reflect this, whenever concentrated fire is used, the ship's Weapons Officer must roll a single six-sided die. Rolling a 1 indicates a crystal burnout and a corresponding loss of one-quarter of all power points currently available (all fractions rounded down).

Targeted Disruptor Fire

Using this tactical option, a specific area of an enemy vessel, such as a bridge or weapons pod that can be visually sighted along a disruptor's normal arc of fire, is selected. Fire is then manually directed against this target area. If the resulting disruptor fire penetrates the enemy's defensive shields, damage is resolved against the selected point first, before any other damage is determined.

INTRUDER DEFENSE SYSTEMS

Superior offensive tactics are not the only advantage the *Malevolent* has at her disposal. In the event that the vessel is boarded by enemy forces, command personnel can combat the attackers by activating the ship's intruder defense systems. These are a series of command programs in the



ship's computer banks that, when activated, allow certain options to be invoked. These are normally activated by the Captain or his Executive Officer. In their absence, however, any Department Head can likewise engage the necessary programs. The *Malevolent's* intruder defense system options are briefly described below.

Security Bulkheads

Activating the Security Bulkheads causes emergency blast doors to be employed at all corridor junctions. Similar blast doors are automatically placed around the ship's armories, engineering, and life support centers. These are used to contain and otherwise channel the threat of an attack force (or a mutiny) away from critical points aboard ship. Once in place, each blast door will absorb 200 points of damage before being rendered ineffective.

Turbolift Shutdown

This system acts to slow down the deployment of hostile forces by depriving the enemy of a swift means of lateral and vertical movement throughout the ship.

Denial of Gravity and Life-Support

Unless fully-protected in environment gear, those in a denied area will be immediately affected by loss of life-support systems and by weightlessness.

Marine Contingent Revival

In the event of an emergency, the ship's marine contingent can be revived en masse from their cryogenic sleep capsules. The exercise of this option can provide a large number of reinforcements in a minimum of time. It can also seriously limit the total amount of reserves otherwise available over a longer period of time because of the risk of a greater number of capsule failures.

Explosive Decompression

The decompression of selected areas of the ship will serve to effectively block off any attackers (and friendly forces) not equipped with standard environmental suits. This option should be used sparingly if the possibility of combat between opposing warships exists, thus avoiding excessive structural damage to the ship's outer hull.

Nerve Gas Agents

In an extreme case, the ship's Commander may select to introduce nerve gas agents throughout the ship. This is done one entire deck level at a time. Anyone not protected by filter masks or environmental gear will fall victim to the gas in 60 seconds. Note that this option can only be chosen by the ship's Captain, who must activate this defense by the use of a special computer code known only to him.

Boom Separation

As a last resort, the ship's command pod and boom may be separated from the rest of the enemy-occupied ship. Once separated, the forward command section cannot be reunited with the ship's main hull short of an overhaul in a starbase drydock. Likewise, the severed command section will lack sufficient power to arm weapons or to engage in warp speed, although it can maneuver up to .82 sublight.

CREW

Morale aboard the *Malevolent* is generally high. Crew efficiency is rated at 78 for combat purposes. Despite the infighting on Klinzai, so far there have been few members of the crew who have seemed directly affected by the political upheaval. This, of course, may change in the future. The crew itself is evenly divided, comprised of both Imperial and Klingon/Human fusions in roughly equal numbers, although Department Heads are generally Imperial. There is no evidence of racial problems between the two orders, largely because of the rigid enforcement of harsh discipline aboard ship by all officers in all areas.

SPECIAL COMBAT EQUIPMENT

Before beginning her current assignment, the *Malevolent* has been outfitted with special combat equipment. This is considered standard practice whenever vessels are expected to be on station for long periods of time in hazardous duty areas. In addition to the shuttlecraft the *Malevolent* normally uses, several larger assault shuttles have been added.

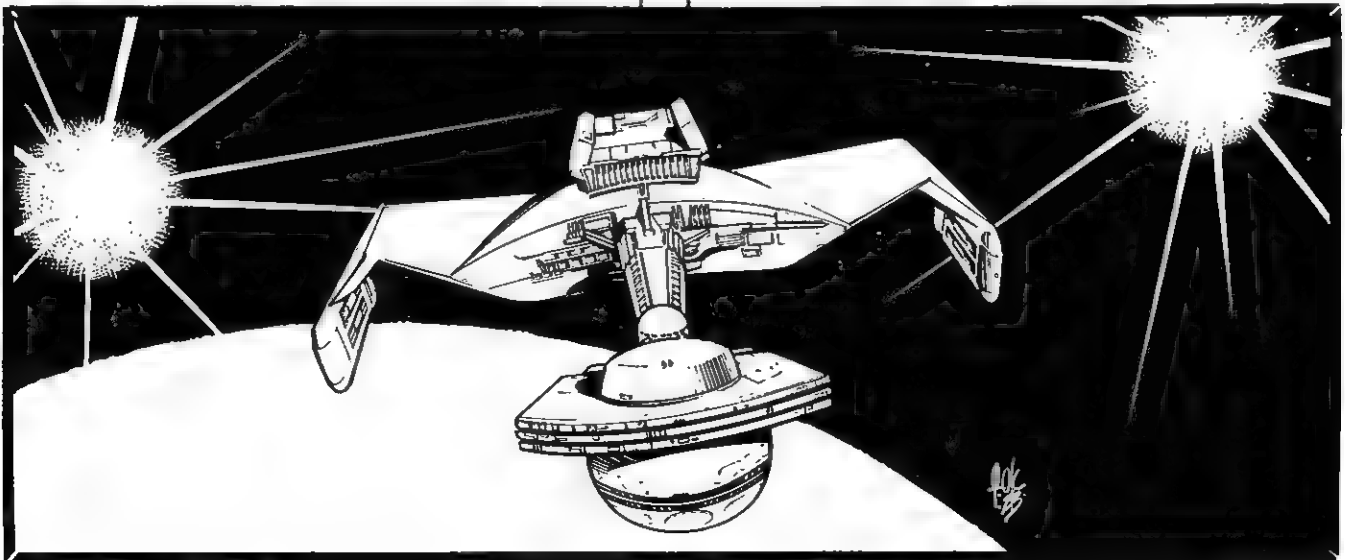
In addition, marines aboard the *Malevolent* have been issued offensive gear typically found only on heavier warships. This equipment is fully described in the **Quartermaster's Section** of this booklet. The *Malevolent* is ideally suited to respond to any emergency that may arise either on a planet's surface or in deep space.

MENETI SUTAI KOMMORA

Major Meneti sutai Kommora of the Imperial Klingon Marines has come to be regarded by many within the fleet as the model marine officer. A 30-year veteran of numerous campaigns, he has served a score of ship's captains with a level of fidelity and efficiency that is characteristic of the highest patriotism. Many naval officers are aware of Meneti because of the radically new tactics involving the effective use of small-scale boarding parties in ship-to-ship actions that he developed. This personal contribution to Klingon Marine doctrine has been used successfully on more than one occasion since its introduction six years ago.

A noted exception to the rule, however, involved Meneti's last boarding action as a Captain of Marines aboard the destroyer *Slasher*, under Commander Kletarc sutai Klinlor three years ago. Despite the superior management of available forces under his command, Meneti and his boarding party were captured by Romulans when the *Slasher* was forced to withdraw in a running fight with two enemy warships. Though wounded in the engagement and subsequently ill-treated by his captors, Meneti survived to be returned in the unofficial peace concluded between the Romulans and the Klingons a year and a half later.

As the sole survivor of the *Slasher's* party, Meneti was awarded the highest commendation ever received by a marine officer. His bravery under the most desperate of circumstances has brought his name to the attention of the Emperor himself, and his service record stands as an example for other junior officers to follow. There are few marines in the Navy who would not willingly accept a reduction in grade if it afforded them the opportunity of serving with Meneti, so great is his fame throughout the fleet.





COMPUTER FILES

THE KORREG PROGRAM

While the Subaiesh moderates lack the military clout of their Reshtarc rivals, they command a powerful weapon in their influence over resources used for secret operations throughout the Empire. Such operations vary from military research to outright political assassination. While no one knows for sure exactly how much the Subaiesh now control, a few projects are known for certain to be under their direction.

The Valtor Program is one of these. Korreg, the Klingon term for "watcher," refers to a newly-developed and highly-secretive intelligence gathering system capable of monitoring enemy operations from a considerable distance without fear of detection. Given the desire of the Subaiesh party to avoid direct conflict with the Federation along the Organian Neutral Zone, the Valtor program is seen as a means of accomplishing a variety of military aims by indirect means. By establishing a series of secret listening posts throughout the Triangle and equipping them with intelligence specialists and the latest equipment, precise information on enemy movements, fleet dispositions, and ship capabilities can be obtained without direct confrontation. This information is vital to the preparation of effective battle plans in the event of the outbreak of renewed hostilities with either the Federation or the Romulans. In addition, Valtor posts serve to support a large number of undercover operations in the Triangle that can further Klingon influence in the region at the expense of the Empire's enemies. This 'outflanking' maneuver is viewed as a critical piece in the overall Subaiesh scheme of things. As might be expected, it is one thing the Reshtarc would not mind seeing fall into disgrace.

VALTOR III

World Log:

System Data

System Name:	Valtor
Map Coordinates:	13.825 S 7.625 E
Number Of Class M Present:	1

Planetary Data

Position In System:	III
Number Of Satellites:	0
Planetary Gravity:	.9G
Planetary Size	
Diameter:	11,500 km
Equatorial Circumference:	36,900 km
Total Surface Area:	20,000,000 sq km
Percent Land Mass:	64%
Total Land Mass:	172,000,000 sq km

Planetary Conditions

Length Of Day:	28hr
Atmospheric Density:	Thick
General Climate:	Warm Temperate

Mineral Content

Normal Metals:	12%
Radioactives:	08%
Gemstones:	Trace
Industrial Crystals:	Trace
Special Minerals:	Trace

Cultural Data

Dominant Life Form:	Jileaca
Type:	Avian
Size:	Large
Technological/Sociopolitical Index:	012322-13
Planetary Trade Profile:	FGGDDDG/B (D)

Surface temperatures on Valtor average between 80 and 120 degrees during the course of a typical day. This is considered moderate by Klingon standards. In many respects, Valtor resembles what early Klinzai may well have been like millions of years ago. Due to its wide-angle orbit around the sun, Valtor is subject to periodic meteor showers of considerable size and duration, which can occur without warning. Any vessel in orbit around the planet runs the risk of encountering a meteor shower of sufficient size to warrant raising the ship's deflector shields, which, in turn, will prohibit the use of the ship's transporters or shuttlecraft until the immediate danger is past. Frequent, severe magnetic storms are also a problem, temporarily blocking out all communication and sensor systems. Despite this hostile environment, intelligent life has managed to develop on Valtor (see also *The Jileaca*). Under the direction of Imperial Intelligence, the Valtor outpost was completed nearly two years ago. The present garrison has been on station for the last 18 months.

THE VALTOR GARRISON

Following is a list of base personnel for Valtor III. This alphabetical listing can be used as a quick reference aid as may be needed.

Valtor III Base Personnel

Name	GE	Characteristics							Rnk	Ag	Rac	AP	Post
		STR	INT	END	DEX	CHA	LUC	PSI					
Navy Personnel:													
Kadarsh tai Pallara	M	56	59	58	47	36	82	7	LTG	22	IMP	9	Sensr
Kallasa vestai Quarn	F	82	44	62	68	82	47	11	LCM	28	HUM	11	Sensr
Kallin tai Vollox	M	58	59	86	38	40	48	2	ENS	26	HUM	8	Sensr
Kaluxa tai Devari	F	62	47	69	71	72	70	5	LCM	27	IMP	11	Sensr
Kametta tai Kallatar	M	63	67	93	58	59	49	5	ENS	26	IMP	10	Comm
Kardon tai Klinlorr	M	49	52	69	43	38	38	8	LCM	29	IMP	8	Secur
Karkor tai Semparri	M	45	72	88	37	64	73	2	LTN	27	IMP	8	Secur
Kasar vestai Surn	M	46	69	80	85	39	68	5	ENS	26	IMP	13	Secur
Kdam vestai Gura	M	56	71	49	58	38	59	3	LTG	29	IMP	10	Sensr
Kedara tai Helvari	F	82	45	48	70	59	72	4	LTN	23	IMP	11	Sensr
Kethor vestai Devari	M	72	52	56	48	79	60	4	CMD	32	IMP	9	Medic
Kexer tai Rovashi	M	59	70	54	55	62	48	3	LTN	28	IMP	10	Weap
Kimicar vestai Horon	M	58	93	48	58	60	80	5	ENS	23	IMP	10	Secur
Kimparrri tai Ilonori	F	62	59	30	40	59	60	7	ENS	24	HUM	8	Medic
Kinhar tai Abarsha	M	77	59	88	85	47	49	2	LTN	26	IMP	11	Weap
Kintax sutai Uvarek	F	42	65	74	75	78	52	5	LTN	27	HUM	12	Comm
Kletarc sutai Klinlor	M	80	75	83	70	33	23	4	CPT	35	IMP	11	Cmnd
Klina tai Klinlorr	F	58	57	65	70	79	72	5	ENS	21	IMP	11	Sensr
Klith tai Kharsack	F	49	63	85	79	58	47	7	ENS	25	IMP	12	Comm
Kolass vestai Rixen	M	59	45	85	38	49	62	7	END	26	IMP	8	Sensr
Kolex tai Decara	M	53	67	39	45	57	59	8	ENS	23	IMP	09	Sensr
Korick tai Rashtesh	M	69	59	48	61	60	52	5	ENS	20	IMP	10	Sensr
Kraii tai Zantir	M	74	60	58	72	63	67	8	ENS	21	HUM	11	Sensr
Kralla vestai Kresh	F	69	58	72	79	78	71	12	LTG	24	HUM	12	Medic
Krath vestai Zantir	M	59	46	48	75	57	48	6	LTN	27	HUM	12	Sensr
Krenth vestai Karat	M	59	57	49	63	69	50	9	LCM	30	IMP	10	Secur
Krett vestai Nestar	M	50	59	49	48	52	63	4	LTG	21	IMP	9	Comm
Krev tai Emara	M	49	55	71	59	40	49	4	ENS	21	HUM	10	Secur
Krimm tai Renjar	M	68	49	85	73	36	85	4	LTG	23	HUM	11	Sensr
Krox tai Rovashi	m	52	80	85	49	80	37	9	ENS	22	IMP	9	Weap
Ksar vestai Sarn	M	52	48	57	70	62	58	6	LCM	26	HUM	11	Weap
Ksorra vestai Lustra	F	77	52	69	73	78	74	7	LCM	27	HUM	11	Medic
Marine Contingent:													
Maktar Tai Kommora	M	57	65	78	63	84	26	5	ENL	27	IMP	10	Comb
Marg vestai Zanis	M	71	78	82	85	57	58	6	LCM	28	ROM	13	Cmnd
Marak tai Kharsack	M	48	68	70	51	46	80	8	CMD	37	ROM	9	Cmnd
Markor tai Linarack	M	59	77	64	47	56	67	9	ENL	30	IMP	98	Comb
Marl tai Gashtor	M	39	58	69	73	36	59	8	ENL	27	IMP	11	Comb
Mastak tai Grendle	M	50	38	47	58	59	30	5	LTG	19	IMP	10	Comb
Maxtar tai Trimori	M	60	76	83	49	39	50	8	LTG	20	IMP	9	Comb
Mellack vestai Renjar	M	22	79	50	52	69	44	2	ENL	22	HUM	9	Cmnd
Meneti.sutai Kommora	M	82	85	69	72	83	89	3	CPT	38	IMP	11	Cmnd
Mentork vestai Araxa	M	55	62	66	72	45	53	4	ENL	25	IMP	11	Cmnd
Mergor tai Gashtor	M	39	95	78	74	63	48	4	ENL	20	IMP	11	Comb

Abbreviations/:

Ag / Age	LUC / Luck
AP / Action Points	Medic / Medical Staff
CHA / Charisma	Post / Position
Cmnd / Command Personnel	PSI / Psionics
Comb / Combat Troups	Rac / Racial Type
Comm / Communications	Rnk / Rank
DEX / Dexterity	Secur / Security
END / Endurance	Sensr / Sensor Specialist
Ge / Gender	STR / Strength
INT / Intelligence	Weap / Weapons Specialist



PLANETARY DEFENSES

Valtor III has available four different types of planetary defense systems for its protection. These are described briefly below:

Disruptor Batteries

Four KVD-4 disruptor batteries are hidden at surface level and can be activated against targets in close orbit.

Drone Missiles

Two dozen drone missiles in individual launch ranks are scattered along the planet's surface in a 1,000-meter perimeter, and are capable of use against targets in close orbit.

Deflector Shields

These shields are layered vertically around the Valtor outpost, each with a maximum strength of four points each when used against space-borne weapons.

Watchdog Batteries

These automated weapons pods are randomly deployed on the planet's surface to protect equipment and material from interference by the native kuve. Selectively programmed, they will automatically lock onto and fire at any non-Klingon life form that comes within range.

THE JILEACA

The following information is derived from the original survey report conducted on Valtor by the original exploration team, augmented with subsequent observations made after the conquest of the species was completed.

LIFE AND CIVILIZATION LOG: VALTOR

Technological/Sociopolitical Index: 012322-13

Technological Index

Space Science Index:	0
Physical Science Index:	1
Engineering Index:	2
Planetary Science Index:	3
Life/Medical Science Index:	2
Psionics Index:	2

Sociopolitical Index

Social Science Index:	1
Cultural Attitude Index:	3

ALIEN CREATURE RECORD: JILEACEA

Life Form:	Mammal
Size:	Large
Feeding Habits:	Omnivore

Average Attributes:

STR -30	END -35
DEX -65	MENT -Sentient
INT -40	CHA ~75
LUC -10	PSI - 5

Tactical Movement and Combat Statistics:

AP	9
Combat Skill Rating:	56
Damage:	210D+2
Armor:	3



Native to Valtor, the Jileacans are a race of tall avians used as slave labor to support the local Klingon outpost on the planet. First contact estimated the total population at roughly 10,000. A systematic reduction campaign has reduced that number to less than 1,000, the majority of whom have been transported off-planet for use as slave labor in other parts of the Empire. Those who remain are concentrated in small villages, the largest of which is located near the Valtor outpost. These are utilized to produce various food stuffs for the occupation forces.

The Jileacans are sentient, winged humanoids native to Valtor III. They are of average strength, but high dexterity and agility. Their height averages six to eight feet, with male wingspans up to 12 to 15 feet. Jileacans are blue-skinned. They are non-territorial in nature but are known to be very protective of their mates and family units.

ORION BLOOD FEVER

Orion blood fever is a devastating disease characterized by a high mortality rate and rapid development cycle. First discovered among the inhabitants of Rigel VII ten standard years ago, initial outbreaks of the disease among Klingon settlements near the Triangle Zone effectively depopulated the planets before quarantine halted the spread.

The result of an airborne virus spread in close contact with infected hosts, this illness can appear almost without warning and strike with dramatic results. Once contracted, Orion blood fever can incapacitate the average Klingon within twelve hours. Symptoms of the illness are high temperature and acute swelling at the joints. In the intermediate stages, severe hallucinations are present. In the final stages of the disease, extremely high temperatures result in a deterioration of mental faculties, evidenced by signs of paranoia and feelings of persecution and helplessness on the part of the victim. At present, there is no known cure for this virus, although massive blood transfusions have been known in some cases to slow the effects long enough for the body's natural defenses to counteract the effects. Otherwise, quarantine is the only weapon against this virus.

SECURITY FILES

An examination of the *Malevolent's* security files by the ship's acting Chief of Security will disclose the following facts that may have a bearing on the Valtor III situation. The relevant extracts duplicated below should be discussed among the landing party members prior to their departure for the Valtor installation.

— Following the loss of Captain Meneti, Security Officer Kronig of the *IKV Slasher* reports the necessity of confining several junior marine officers under arrest to avoid potential mutiny among the ship's marine contingent. Commander Kletarc ordered their immediate execution but was prevailed upon to cancel the order at the request of Kronig and Acting Marine Captain Montorc in consideration of the current feelings for Meneti in evidence throughout the ship's company. (2)

— In view of Major Meneti's reputation and past performance, it was felt that a limited number of security personnel could be used at the Valtor III installation, thus minimizing the potential for inter-service rivalry and conflict during a prolonged period of close-quarters isolation. (1)

— Standing Order IV: Valtor Garrison Operations

Under no circumstances will military personnel approach kuve alone and without an overt display of weaponry. It is vital to maintain a strong element of fear among the native life forms at all times. (3)

— The Jileaca are absolutely cowed. There is little need for a strong garrison here. The kuve have had their wings clipped for good. (1)

— Though not direct participants in his last combat action, the following individuals are known to have served with Captain Meneti aboard the *Slasher* three years ago:

Marl Gashtor	ENL
Mentork Araxa	ENL
Mastak tai Grendle	LTG
Mellack Renjar	ENL
Mergor Gashtor	ENL
Minsan Reshtarc	ENL
Morrex Erada	ENL
Mulak Erada	ENL
Muzark vestai Odallu	LT (4)

— Recent events show an increase in friction between the two outpost commanders. Captain Kletarc has acted in a manner suggesting deliberate attempts to incite Major Meneti to acts of insubordination on numerous occasions in recent days. Reasons unknown. (5)

— Signs indicate a recent acquisition of wealth on the part of Major Meneti that cannot be otherwise accounted for. Suggest general review of personal effects/property be implemented upon reassignment as well as inquiry into the nature of his sudden acquisition of resources. (5)

Observations of enemy craft in close proximity to Valtor III are increasing, yet these sightings cannot be verified in the base official log. Am unable to explain these discrepancies. (5)

Sources:

1. Operation Log, Valtor III, entry by Captain Kletarc. Copy forwarded to Fleet Command shortly after he assumed command.

2. Security Log Entry, *IKV Slasher*. Entry by Chief of Security Kronig following loss of marine boarding party commanded by Captain Meneti.

3. Entry from Fleet Command Operations Directive 4733 to the commander of the Valtor garrison upon his assuming command.

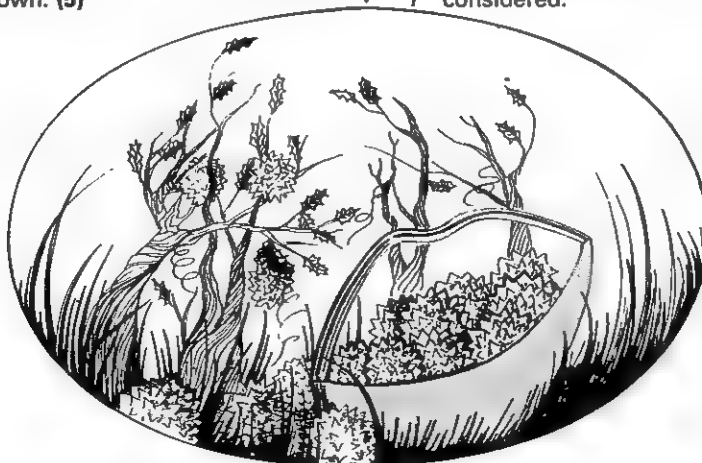
4. Entry into Fleet Command security file, Valtor III. Entry recorded by security monitoring team 147G4A.

5. Communication received from military intelligence agent operating within garrison, Valtor III. Time of communications classified Fleet Command eyes only.

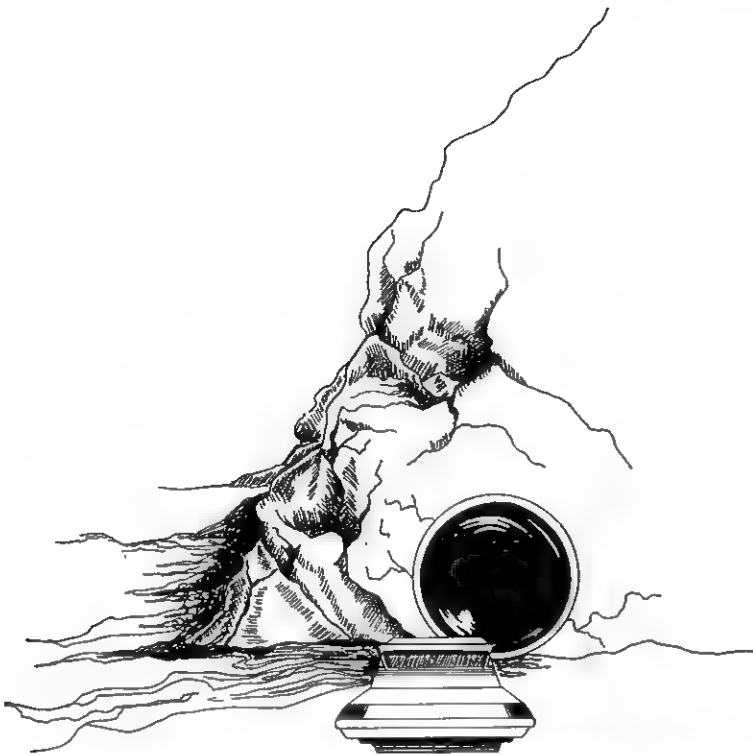
TRIBURNIAS FRUIT

The mainstay of the native kuve, this fruit is used to supplement the diet of the local forces stationed on Valtor. This native staple is found in dense, frond-leaved thickets that cover 60 percent of the planet from mid-northern to lower southern latitudes. The thorny covering surrounding the fruit must be handled with care as infection resulting from punctures caused by the barbs is extremely debilitating and resistant to most Klingon antibiotics.

Usually 20 to 30 centimeters in size, the inner layers of the Triburnias fruit are reddish-yellow in color, similar in appearance to a Terran peach. They are extremely sweet and rich in organic compounds, providing numerous proteins not available in other native substances. Experiments have shown that large amounts of this fruit alone will sustain troops in the field for limited periods of time. Unofficial reports indicate the Triburnias fruit can also be adapted to a distillation process with reasonable success, although more work is needed before the possibility of exportation can be considered.



Maps



THE VALTOR BASE

The Valtor installation is constructed 500 meters below the surface of the planet. Access to the main compound is by grav cars running through pneumatic travel tubes that connect the underground installation to shuttlecraft hangar elevators leading to the surface. The main compound is ringed by a solid duralloy wall one meter thick and 20 meters in height. Within are contained five buildings: Administration Center, Intelligence and Data Collection Center, Marine Barracks, Medical Center, and Reception Station. Outside are numerous small caverns and crevices used to store materials not easily contained within the compound itself. A minimal amount of surface equipment is maintained above ground on a central sensor platform. This sensor platform is ringed by automated defense systems that protect against any intrusion by native life forms. A special connect travel tube can be used in emergency situations, but its location within the compound is known only to the base commander.

ADMINISTRATION CENTER

This two-story building is 40 meters wide and 60 meters long. It serves as the central control point for the Base Commander and his support personnel as well as offering moderate comfort for visiting VIPs.

FIRST FLOOR

Captain Kletarc's Quarters (A1)

Personal living quarters for Outpost Commander Captain Kletarc.

Captain Kletarc's Office (A2)

Kletarc's operations center, including the computer monitor tie-ins to all outpost operations.

Naval Officer's Mess (A3)

Main dining area for naval officers, all grades. Includes facilities for food preparation and storage.

VIP Reception Room (A4)

A central receiving area for visiting dignitaries.

Inspirational Media Room (A5)

A central viewing room containing collections of required readings for outpost personnel.

Communications Center (A6)

Main communications control center for internal and off-planet communications. This center is manned at all times.

Administration Center (A7)

This is the Deputy Outpost Commander's control center, which is used to conduct all routine administrative functions of outpost garrison.

SECOND FLOOR

Auxiliary Control Room (B1)

This room contains all equipment necessary to direct outpost operations in the event the central sensor analysis or communications centers became inoperative. Power distribution and life support can also be directed from this location if needed. This center is normally manned one shift out of three during a standard day.

Auxiliary Power Generators (B2)

This machinery provides emergency battery power for all outpost systems for up to one week's time in the event of a major power failure.

Administrative Computers (B3)

These are secondary computers designated solely for use by Captain Kletarc and Major Meneti for administrative purposes only.

VIP Quarters and Dining Area (B4, B5)

These quarters provide living accommodations for up to ten visiting officers, complete with separate automated food dispensers and preparation units for the convenience of visiting dignitaries.

Small Arms Locker (B6)

This room contains a dozen Mark II disruptor rifles and pistols for use in an emergency.

Security Station (B7)

Security guard post with random surveillance monitor. This station is normally manned by one security guard at all times. Due to the recent illness affecting many outpost personnel, this station is now manned only one shift out of three in a standard day.

Bulk Storage Area (B8, B9)

Machinery and crated materials are here stored for use as needed.

Hydroponics Lab (B10, B11)

This is the location of a hydroponics lab and an experimental food processing center. The hydroponics lab is used for experiments with native grains. So far, experiments have proven ineffective in converting local wild crops into Klingon consumables. The food processing center is used to test samples of food supplied by the kuve. This area is manned by one or more medical staff when they are not otherwise occupied with other duties.

Machinery Storage Area (B12)

Storage area for electronics lab and spare parts.

Electronics Storage Room (B13)

Storage area for electronics lab spare parts.

MEDICAL CENTER

This building serves as the medical support facility for the Valtor III outpost. In addition to providing general medical care for up to twelve patients at a time, the building contains an operating room and intensive care unit as well. Separate pharmacology and diagnostic labs are maintained as well as separate living quarters for the medical staff. Although a two-story building, the medical center currently occupies only the ground floor. The top floor is currently vacant, but there are plans to increase capacity on this level. The medical center is 120 meters in length and 30 meters wide.

Medical Staff Quarters (C1)

The area provides living accommodations for medical personnel, and includes sanitary facilities and automated food dispensers.

Emergency Power Generators (C2)

These are emergency batteries used in the event of a major power failure to provide limited power (up to twelve hours) to all medical systems within this building.

Intensive Care Unit (C3)

This room houses medical equipment needed to provide intensive hospital care for up to three severely injured individuals.

Diagnostics (C4)

This room houses medical research equipment used in chemical analysis and diagnosis.

Operating Room (C5)

This room includes equipment and hospitalization facilities to handle up to a dozen individuals at once.

Medical Computer (C6)

This is a secondary computer bank where are stored all medical records of outpost personnel, as well as records entered by the outpost's Chief Medical Officer pertaining to the medical needs of the garrison.

Pharmacology Lab (C7)

The storage and preparation area for all outpost pharmacy needs.

Medical Stores (C8)

Storage area for all bulk medical stores not otherwise accounted for in Diagnostics or Pharmacology.

Sick Bay (C9)

These facilities can provide for minor injuries and operating room recovery needs for up to 15 individuals at one time.

MARINE BARRACKS

This two-story building serves as the permanent residence for marine officers and enlisted men. Small arms and heavy weapons are contained in this building as well as an armorer's repair facility and numerous support facilities. This building is 120 meters in length and 30 meters wide.

FIRST FLOOR

Major Meneti's Quarters (D1)

The personal living quarters of Deputy Outpost Commander Meneti.

Marine Living Quarters (D2 - D15)

Individual bunk areas for marine enlisted men. Each open-ended cubicle contains a bunk and locker for personal effects.

Shower Area (D16)

Sanitary facilities for marine enlisted personnel.

Shower Area (D17)

Sanitary facilities for junior marine officers.

Clothing Storage Room (D18)

Clothing storage area.

Environmental Suit Storage Room (D19)

Storage lockers for standard-issue environmental suits.

Combat Suit Storage Room (D20)

Storage lockers for combat-version environmental suits.

Small Arms Locker (D21)

Provides storage for enlisted men's personal weapons: Mark I disruptor rifles and pistols.

Heavy Weapons Locker (D22)

Storage area for marine heavy weapons: grenades and sonic mortars.

Inspirational Media Room (D23)

A central viewing room containing collections of required readings for outpost personnel.

Officer's Library (D24)

Contains collections of private reading materials for officers' use only.

Staff Room (D25)

Contains orbital and ground surveillance maps of Valtor III and surrounding planetary region for staff analysis.

Officers Dining Area (D26)

Private dining area for junior marine officers. Includes automated food dispensers.

Small Arms Locker (D27)

Contains officers' personal weapons: Mark II disruptor rifles and pistols.

SECOND FLOOR

Marine Living Quarters (E1 - E20)

Individual living areas for marine enlisted men and junior officers. Each open-ended cubicle contains a bunk and locker for personal effects. Junior officers' cubicles can be sealed from the inside.

Marine Officers' Quarters (E21 - E25)

Living accommodations for senior marine officers.

Marine Officers' Recreation Room (E26)

Recreational facilities for senior marine officers.

Marine Officers' Shower Areas (E27 - E28)

Sanitary facilities for senior marine officers.

INTELLIGENCE AND DATA COLLECTION CENTER

This is the heart of the Valtor installation. The computers and sensor control systems used to monitor and record enemy movements and communications in deep space are housed here. Manned 24 hours a day, this nerve center is capable of detecting enemy dispositions throughout the Triangle zone and deep into Romulan space beyond. Secondary systems monitor surface activity by the Jileacans as well. The second floor of this building is staffed by the outpost's security staff. This complex is 100 meters in length at its longest point and 30 meters thick at its widest point.

FIRST FLOOR

Main Sensory Computers (F1 - F4)

These are the main outpost computers used in conjunction with monitoring of ship movement and communications throughout the Triangle zone.

Secondary Computer Banks (F5)

These two backup computers are designed to become active should one or more of the outpost's main sensory computer systems unexpectedly fail.

Computer Control Center (F6)

This center contains equipment for the continual monitoring of all computer operations throughout the outpost. The area is manned by a computer specialist at all times.

Sensory Analysis Room (F7)

Manned by three sensor technicians at all times, this is the center of operations from which all monitoring activities on Valtor are conducted.

Technicians Quarters (F8)

Living area and sanitary facilities for all outpost sensor technicians.

Main Lobby and Recreation Area (F9)

The main entrance and lobby area surrounding the outpost's central recreation facilities.

Electronics Lab (F10)

The equipment necessary to manufacture any electronics parts needed anywhere on the base is housed here.

SECOND FLOOR

Security Personnel Quarters (G1)

Living accommodations and sanitary facilities for outpost security personnel.

Small Arms Locker (G2)

Provides storage for personal weapons for all outpost security personnel: Mark II disruptor rifles and pistols.

Life Support Monitors (G3)

These are automated monitors used to continually regulate life support functions throughout the outpost. They can be overridden by auxiliary control in the outpost's administrative center.

Inspirational Media Room (G4)

This room provides a central viewing area containing collections of required readings for outpost security personnel.

Mess Area (G5)

This dining facility for outpost security personnel includes automated food dispensers.

Cell Block (G6)

These are holding cells for prisoner interrogation that can accommodate up to twelve subjects at any one time.

Interrogation Room (G7)

This room contains four agonizer booths in addition to an equal number of private interrogation labs.

Security Operations Center (G8)

This is the main security control area used to coordinate the internal and external surveillance of the outpost. It also serves as the office and administrative center for the outpost's Chief Security Officer.

Internal Surveillance Room (G9)

This room contains the security monitors used to maintain watch over all outpost activities. This area is manned normally by two security specialists at all times, but recent illnesses have reduced that number to one specialist present at all times.

Surface Surveillance Room (G10)

The automated systems used to monitor activity on the planet's surface are contained here. All outpost defensive weapons systems are manned from this room. This room is manned normally by one security specialist at all times. Recent illnesses, however, have necessitated these systems be locked on automatic settings that do not require personal supervision.

Emergency Batteries (G11)

These emergency batteries can provide a limited amount of power to the outpost's security systems (up to one week) in the event of a major power failure.

RECEPTION STATION

This building serves as a security control point between the Valtor compound and the outside world. Space is provided here for storing incoming shuttlecraft in addition to the two standard administrative shuttles that are part of the complex. Travel tubes connecting with the surface are routed through this building. Visitors arriving at the Valtor outpost must first pass rigid security inspections before continued travel from this building to the rest of the compound is permitted. This complex also contains small repair and maintenance shops for shuttlecraft and general outpost needs. The reception station is a single-story structure, 60 meters long by 50 meters wide.

Shuttlecraft Hangar Bay (H1 - H4)

This bay provides parking area for the outpost's shuttlecraft (rooms H1 and H2) as well as space for visiting shuttles and transport craft. Refueling and limited repair facilities are available at each station.

Security Access Room (H5)

A control point through which individuals gain access to the rest of the outpost. Airlocks at either end of the room seal off those attempting to gain admittance while security checks are made.

Machine Shop (H6)

Housed here is the heavy equipment used to manufacture replacement items in bulk and as needed for outpost use.

Shuttlecraft Maintenance (H7)

The machinery used to provide maintenance for outpost shuttlecraft as well as a limited supply of shuttle spare parts are contained here.

Access Shaft (H8)

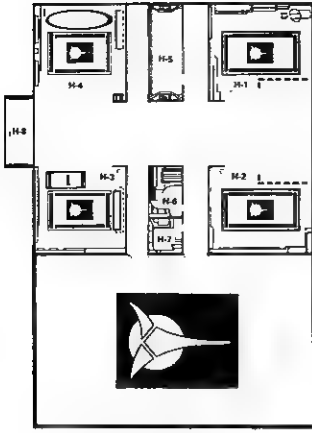
This is the access control point to the turbo-shaft leading to the planet's surface and from which repairs to surface sensors and equipment can be made. This room is normally computer-locked and can only be used with proper authorization.

THE JILEACA SETTLEMENT

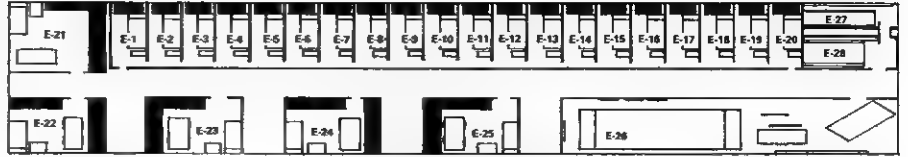
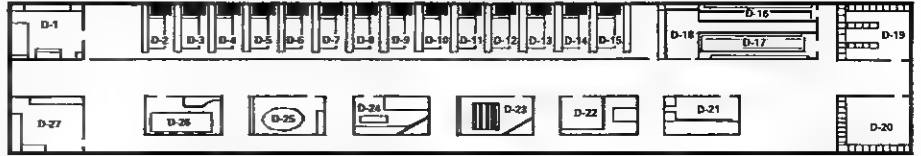
The Jileacan settlement referred to in this booklet is the only known remaining habitation of the Jileaca on Valtor. The camp is located in a plateau region some 4,000 meters above sea level, 12 kilometers from the underground Valtor installation. The kuve camp covers an area some 500 square meters in size. Much of this is taken up by the foundations of the Jileacan *Roshvarl*. These are huge, communal habitats set atop slender supports ranging from 100 to 200 meters in height, and from which the aerial kuve can easily come and go as they please. Much of the ground level surrounding the *Roshvarl* has been given over to the cultivation of *Triburnias* trees, from which the Jileaca derive much of their daily nutrient requirements. At the fringes of the kuve camp, a long savannah of tall, razor-sharp, grass-like plants grow in abundant competition with wild *Triburnias* thickets. A mile northeast of the settlement is a shallow stream from which the kuve daily draw water throughout the year. Low hills and broken ground to the north and east offer some protection against the violent storms prevalent in winter.



VALTOR BASE FACILITIES

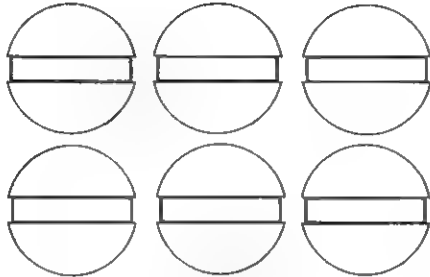
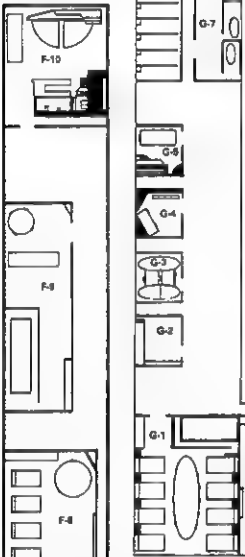


Marine Barracks Level 1



Marine Barracks Level 2

Intelligence Center Level 1

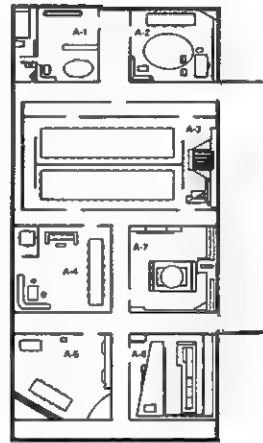
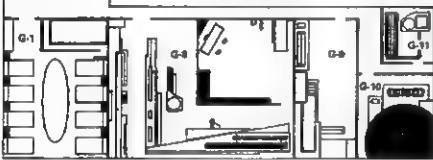


Fuel Depot

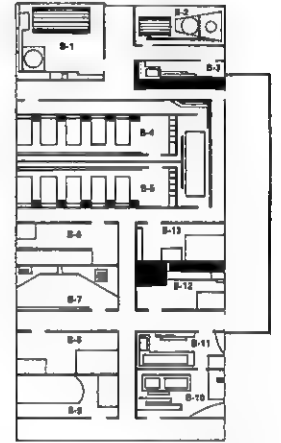


Power Converters

Intelligence Center Level 2

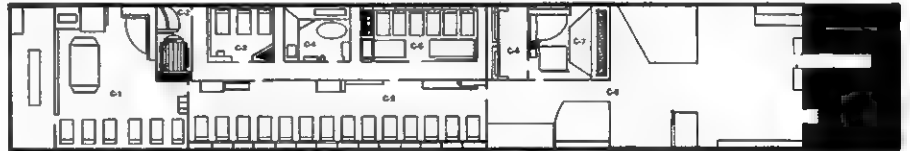


Administration Building Level 1

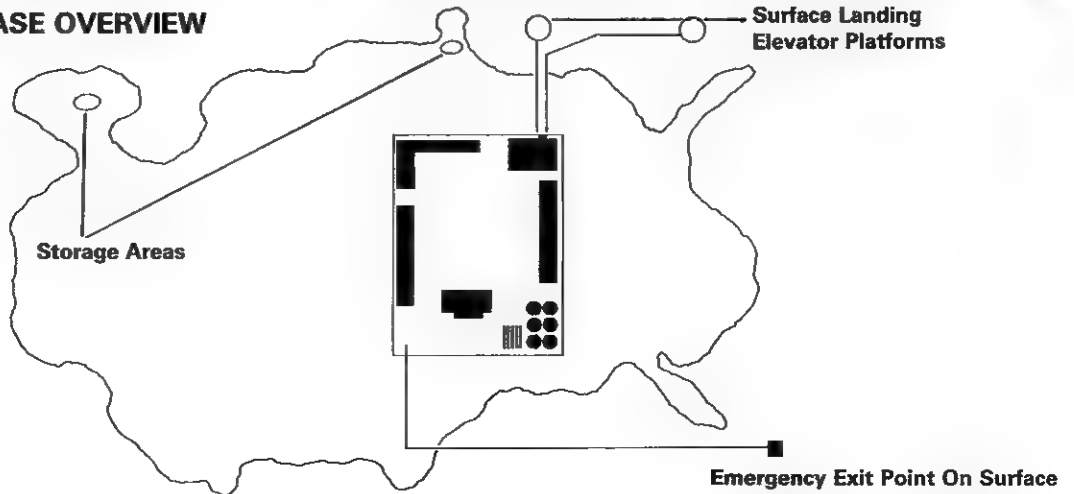


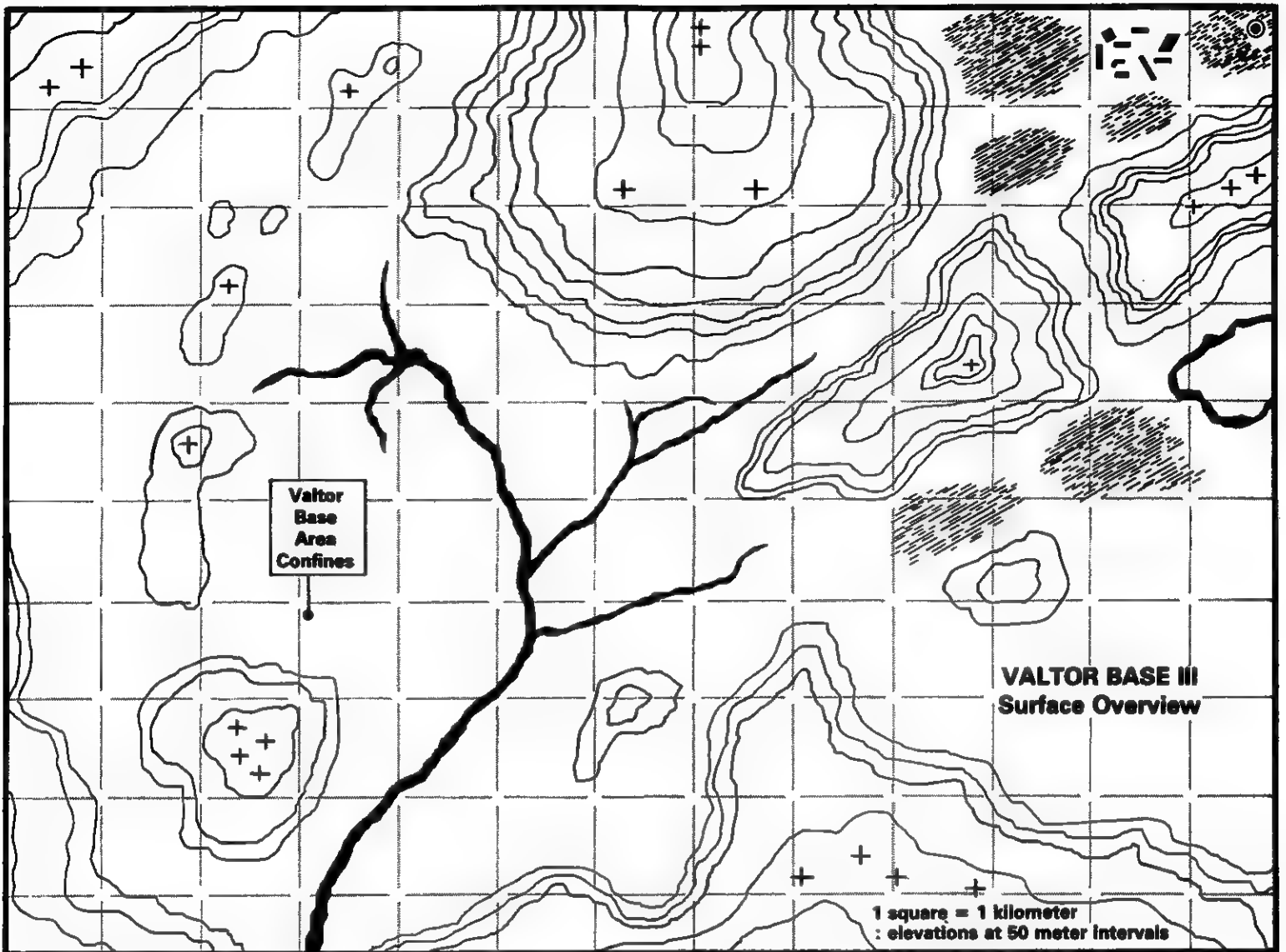
Administration Building Level 2

Medical Center



VALTOR BASE OVERVIEW





● Shuttle landing point

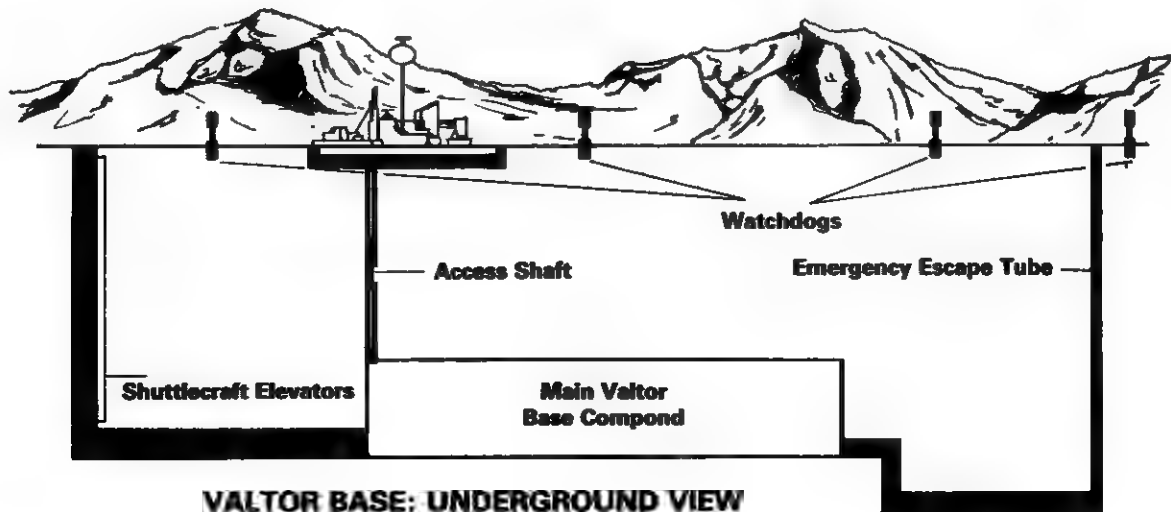
▨ Jileacan crop areas under cultivation – Various grains, etc.

⌘ Jileacan Camp

⊙ Proposed landing point for assault team suggested by Meneti

⊙ Location of hidden Romujan shuttlecraft

+ Above ground sensor stations



Vessels

KLINGON D7 CLASS CRUISER MALEVOLENT

Construction Data:	
Hull/Ship Numbers—	IX
Model Numbers—	M
Date Entering Service—	2/1105
Number Constructed—	1244
Hull Data:	
Superstructure Points—	20
Damage Chart—	C
Size	
Length—	221 m
Width—	156 m
Height—	62 m
Weight—	135,050 mt
Cargo	
Cargo Units—	120 SCU
Cargo Capacity—	60,000 mt
Landing Capability—	No
Equipment Data:	
Control Computer Type—	ZD-6
Transporters—	
standard 6-person	3
combat 22-person/emergency 18-person cargo	5/1 2
Other Data:	
Crew—	373
Troops—	220
Shuttlecraft—	5
Engines And Power Data:	
Total Power Units Available—	44
Movement Point Ratio—	3/1
Warp Engine Type—	
Number—	2
Power Units Available—	20 ea
Stress Charts—	J/M
Maximum Safe Cruising Speed—	Warp 8
Emergency Speed—	Warp 9
Impulse Engine Type—	
Power Units Available—	KIC-2 4
Weapons And Firing Data:	
Beam Weapon Type—	
Number—	KD-8 4
Firing Arcs—	ZF:P ZF:S
Firing Chart—	U
Maximum Power—	0-7
Damage Modifiers—	
+3	(1 - 7)
+2	(8 - 15)
+1	(16 - 20)
Missile Weapon Type—	
Number—	KP-3 2
Firing Arcs—	1F 1A
Firing Chart—	R
Power To Arm—	2
Damage—	15
Shields Data:	
Deflector Shield Type—	
Shield Point Ratio—	KSK 1/2
Maximum Shield Power—	12
Combat Efficiency:	
WDF	87.6 33.44

ROMULAN V-8 Bird of Prey CLASS VI CRUISER

Construction Data:	
Date Entering Service—	2/00
Number Constructed—	21
Hull Data:	
Superstructure Points—	15
Damage Chart—	B
Size	
Length—	136 m
Width—	199 m
Height—	47 m
Weight—	67,100 mt
Cargo	
Cargo Units—	48 SCU
Cargo Capacity—	2400 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	R4M
Transporters—	
Standard 9-person	1
Emergency 20-person	1
Cargo	1
Cloaking Device Type—	
Power Requirement—	RCC 15
Other Data:	
Crew—	150
Shuttlecraft—	None
Engines And Power Data:	
Total Power Units Available—	26
Movement Point Ratio—	3/1
Warp Engine Type—	
Number—	RWC-1 2
Power Units Available—	12
Stress Charts—	M/P
Maximum Safe Cruising Speed—	Warp 4
Emergency Speed—	Warp 6
Impulse Engine Type—	
Power Units Available—	RIB-1 2
Weapons And Firing Data:	
Beam Weapon Type—	
Number—	RB-4 1
Firing Arcs—	port/trd/stbd
Firing Chart—	J
Maximum Power—	6
Damage Modifiers—	+3(1 - 2) +2(3 - 6) +1(7 - 10)
Plasma Weapon Type—	
Number—	RPL-2 1
Firing Arcs—	fwd
Firing Chart—	M
Power to Arm—	15
Shields Data:	
Deflector Shield Type—	
Shield Point Ratio—	RSE 1/2
Maximum Shield Power—	8
Combat Efficiency:	
WDF	57.5 21.4

QUARTERMASTER SECTION

ADMINISTRATIVE SHUTTLE

This is a standard ship's shuttlecraft common to most of the vessels operating in the fleet. The Valtor outpost has two such shuttlecraft stored in its reception station, and they can be used to transport men and materiel to and from the planet's surface.

PAV-1 ASSAULT SHUTTLE

This assault shuttle is a smaller version of the heavier, armed PAV-2 class vessel used in combat zones. Larger than a standard ship's shuttlecraft, it is also faster, designed for quick insertion of troops in a combat area. The PAV-1 is armed with a KVD-1 disruptor.

BATTLE COMPUTER

This is a small, portable computer display used by Klingon field commanders to assist in pinpointing enemy locations, if given specific terrain characteristics. When tied into a Klingon tricorder, the computer can pinpoint the location of enemy troops, the presence of any energy weapons, and a plot of likely enemy movements.

BEAM WEAPONS

There are two different types of Romulan beam weapons: a beam cannon and an old-style, hand-held beam weapon. The first is a lightweight, portable, direct-fire weapon. The latter is a two-man version with much longer range and firepower.

ENVIRONMENTAL SUITS

These are the standard environmental suits as described in *The Klingons*. Command personnel above the rank of Lieutenant Commander may opt to make use of the combat suit version of the standard ES, which contains synthetic armor. The added weight of the combat suit, however, makes movement particularly difficult.

GRENADES

Klingon marines have two types of grenades at their disposal: diffusion and sonic grenades. Diffusion grenades diffuse a cloud of reflective/absorbing particles that reduce the effectiveness of any charged particle weapons (i.e., Federation phasers and Romulan beam weapons). Sonic grenades do damage as the result of a sonic disruption compressed into a localized area.

HOLOCUBE

A small (50mm) cube manufactured on various Klingon worlds, the holocube is designed to present a three-dimensional image of a person or object.

POCKET SCRAMBLER

This Klingon device will block out various security surveillance systems within a limited area. Any visual and voice readings normally obtainable by security sensors or tricorders will encounter extreme interference when this device is in use.

PORTABLE SHIELD GENERATOR

This is a Klingon field version of standard ship's deflector shields used to provide added protection to troops in the field. Though ineffective against ship-based weaponry, limited protection is possible against hand-held weapons. These generators have a limited power supply, but can be recharged by microwave link with a ship in orbit.

SONIC MORTAR

Similar in effect to sonic grenades, a sonic mortar acts as an indirect fire weapon to deliver sonic projectiles.

CLASS	PAV-1 Shuttle	Administration Shuttle
Construction Data:		
Hull/Ship Numbers—		
Model Numbers—	Type 1	Type 2
Date Entering Service—		
Number Constructed—		
Hull Data:		
Superstructure Points—2	1	
Damage Chart—	C	C
Size		
Length—	30.2m	20.1m
Width—	14.6m	10.2m
Height—	8.3m	7.5m
Weight—	1375mt	750mt
Cargo		
Cargo Units—	80 SCU	
Cargo Capacity—	1000mt	
Landing Capability—	Yes	Yes
Other Data:		
Crew—	2	1
Passengers—	22	6
Engines And Power Data:		
Total Power Units Available—	6	1
Movement Point Ratio—	1/1	1/1
Impulse Engine Type—		
Power Units Available—	6	1
Weapons And Firing Data:		
Beam Weapon Type—	KD-1	
Number—	2	
Firing Arcs—	F	
Firing Chart—	B	
Maximum Power—	4	
Damage Modifiers—	None	
Shields Data:		
Deflector Shield Type—	KSA	
Shield Point Ratio—	1/1	
Maximum Shield Power—	5	

CLASS	Ves'Tellis (Songbird) Shuttle
Construction Data:	
Hull/Ship Numbers—	
Model Numbers—	Type 1
Date Entering Service—	
Number Constructed—	
Hull Data:	
Superstructure Points—	1
Damage Chart—	C
Size	
Length—	20m
Width—	12m
Height—	8m
Weight—	800mt
Cargo	
Cargo Units—	1 SCU
Cargo Capacity—	2mt
Other Data:	
Crew—	1
Passengers—	7
Engines And Power Data:	
Total Power Units Available—	2
Movement Point Ratio—	1/1
Impulse Engine Type—	
Power Units Available—	2
Weapons And Firing Data:	
Beam Weapon Type—	RB-1
Number—	1
Firing Arcs—	F
Firing Chart—	G
Maximum Power—	2
Damage Modifiers—	None
Shields Data:	
Deflector Shield Type—	None

Cast Of Characters

Character Data Record Sheets are provided here for eight pre-generated player characters. These include the Captain of the *Malevolent*, his Executive Officer, the Chief Weapons and Communications Officers, the ship's Chief of Security, the Ship's Marine Commandant, the ship's Science Officer, and a Helmsman from the bridge crew. Information is also provided for Meneti, Kletarc, and Kintax, the major NPCs, as well as for Jileacan and Romulan NPCs.

PERSONNEL OF THE MALEVOLENT

Name: KURSAK VESTAI NESSARC

Rank/Title: Captain

Current Assignment: IKV *Malevolent*, Imperial Navy
Position: Commander

Race: Imperial Klingon

Age: 33

Sex: Male

Attributes:

STR —85	CHA —60
END —65	LUC —45
INT —70	PSI —09
DEX —68	

Combat Statistics:

To-Hit Numbers—

Modern: 57

HTH: 35

Pistol: 44

Bare-Hand Damage: 3D10

AP: 10

Significant Skills:

Administration
Astronomy/Astrophysics
Carousing
Computer Operation
Computer Technology
Gaming
Interrogation
Language, Galacta
Leadership
Marksmanship, Modern
Personal Combat, Unarmed
Starship Helm Operation
Starship Navigation
Starship Sensors
Starship Tactics & Strategy
Streetwise
Warp Drive Technology

Rating:

35
40
56
30
33
40
15
40
75
49
35
42
40
26
55
30
26

Distinguishing Physical Characteristics:

Kursak bears numerous scars from personal combat.

Brief Personal History:

Birthplace: Azor'Korn, Klinzai

Kursak is an old campaigner, having begun his career during the first conflicts between the Empire and the Federation. An experienced veteran who enjoys taking risks, Kursak has held various junior posts before succeeding to the command of the *Malevolent*.

Personality:

Motivations/Desires/Goals:

Kursak hates the Federation and any form of compromise with it. He lives for the day when the restrictions imposed by the Organian Treaty will be abolished somehow, so that he can lead a squadron against the enemy. His present assignment is seen as a step toward that day. Kursak hopes that success on this mission will yield him a squadron command, or, at the very least, a reassignment back to the Organian zone, closer to his foes. While not actively committed to either political party at present, Kursak is willing to be persuaded if his advancement can be assured.

Manner:

Kursak believes in leading through intimidation, and he considers fear the sincerest form of respect. In his relations with his junior officers, he enjoys doing the unexpected, hiding his own thoughts and keeping others off balance as much as possible.

Special Knowledge/Powers:

None.



Name: KANTIS VESTAI ZINLASS

Rank/Title: Commander
Current Assignment: IKV *Malevolent*, Imperial Navy
Position: Executive Officer

Race: Imperial Klingon
Age: 31
Sex: Male

Attributes:

STR —55	CHA —50
END —63	LUC —30
INT —74	PSI —10
DEX —83	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 2D10
Modern: 43	AP: 13
HTH: 38	



Significant Skills:

Administration	Rating: 35
Astronomy/Astrophysics	43
Carousing	30
Computer Technology	30
Electronics Technology	30
Gaming	72
Interrogation	20
Klingon History	10
Language, Galacta	50
Marksmanship, Modern	60
Personal Combat, Armed	33
Personal Combat, Unarmed	49
Personal Weapons Technology	25
Starship Helm Operation	55
Starship Navigation	45
Starship Sensors	32
Warp Drive Technology	23

Distinguishing Physical Characteristics:

One finger is missing from Kantis' left hand as a result of a duel.

Brief Personal History:

Birthplace: Korvales Colony, Beta Quadrant

Kantis has a reputation in the fleet as an impetuous officer on the rise. An expert duelist and gambler, he has often overcome difficult situations in the past through sheer reckless abandon. His position aboard the *Malevolent* is Kantis' second duty assignment. Kursak and Kantis have never gotten along well with each other.

Personality:

Motivations/Desires/Goals:

Kantis desperately seeks a command of his own. The chaotic political situation is thus ideal for this schemer. Suspecting Kursak's distrust of him, Kantis will be on the lookout for a way to discredit his superior, in hopes of succeeding him in command of the *Malevolent*. Kantis suspects Kursak may seek to replace him after this mission and needs to formulate a plan to prevent that from happening.

Manner:

Arrogant and quick-tempered, Kantis takes offense easily.

Special Knowledge/Powers:

None.

Name: KREEN VESTAI HINORI

Rank/Title: Lt. Commander
Current Assignment: IKV *Malevolent*, Imperial Navy
Position: Chief Weapons Officer

Race: Klingon/Human Fusion
Age: 28
Sex: Male

Attributes:

STR —44	CHA —48
END —54	LUC —47
INT —58	PSI —02
DEX —56	

Combat

To-Hit Numbers—
Modern: 49
HTH:52

Bare-Hand Damage: 1D10+4
AP: 10

Statistics:

Significant Skills:

Administration	Rating: 20
Astronomy/Astrophysics	38
Carousing	26
Computer Operation	44
Deflector Shield Operation	45
Gaming	10
Language	
Galacta	20
Orion	25
Marksmanship	
Modern	62
Archaic	38
Personal Combat, Unarmed	42
Starship Helm Operations	28
Starship Navigation	18
Starship Tactics & Strategy	88
Starship Weaponry Technology	67

Distinguishing Physical Characteristics:

None

Brief Personal History:

Birthplace: Millic Outpost 4, Beta Quadrant

On several occasions, Kreen has shown himself an expert weapons officer. Many of the *Malevolent's* current kill stripes are due to his tactical abilities. For this reason, Kreen's racial type is tolerated by Imperials. Kreen has served with Kursak prior to the latter's gaining command of the *Malevolent*. They work well together.

Personality:

Motivations/Desires/Goals:

Kursak's support of Kreen in spite of racial differences has fostered a strong sense of loyalty in Kreen toward his Commander. In point of fact, Kreen may be the closest thing Kursak has to a friend aboard ship. Kreen is continually on the alert for anything (or anyone) opposed to Kursak's interests, knowing that his future is linked to his Commander's good fortune. While Kreen supports the Subaesh cause out of necessity, he is in fact personally convinced war with the Federation is inevitable.

Manner:

Kreen is a solitary individual by nature, and is especially uncomfortable around Imperial Klingons.

Special Knowledge/Powers:

None.





Name: KESS TAI MENTORI

Rank/Title: Lt. Commander
Current Assignment: IKV *Malevolent*, Imperial Navy
Position: Acting Chief of Security

Race: Imperial Klingon
Age: 28
Sex: Male

Attributes:

STR —60	CHA —45
END —45	LUC —40
INT —57	PSI —06
DEX —60	

Combat

To-Hit Numbers—	Bare-Hand Damage:	Statistics:
<i>Modern:</i> 88	2D10 + 6	AP: 10
<i>HTH:</i> 59		
<i>Pistol:</i> 69		

Significant Skills:

	Rating:
Administration	25
Bribery	25
Computer Operations	48
Gaming	20
Interrogation	45
Klingon Psychology	35
Marksmanship, Modern	78
Negotiation/Diplomacy	20
Personal Combat, Unarmed	36
Personal Weapons Technology	25
Shuttlecraft Piloting	20
Small Unit Tactics	20
Starship Security	43
Surveillance	48

Distinguishing Physical Characteristics:

None.

Brief Personal History:

Birthplace: Makarg, Klinzai

Kess has served most of his career on the Romulan border. Slated for a long-overdue leave, Kess was unexpectedly transferred to Acting Command of the *Malevolent's* Security Department after the sudden illness of the current officer.

Personality:

Motivations/Desires/Goals:

Kess is eager to turn this current assignment to his favor in the form of a transfer to the home fleet. As an active, though secret, supporter of the Reshtar, Kess is not above trying to subvert other officers to join the Imperial-Reshtar cause. He hopes that any positive contribution he makes to the success of this mission will also help him accomplish both of his own objectives.

Manner:

Kess gives the impression of being a very open, friendly individual. Beneath this facade, however, is a coldblooded person who will let nothing stand in the way of his personal goals.

Special Knowledge/Powers:

None.

Name: MILITH TAI ARDAKA

Rank/Title: Captain
Current Assignment: IKV *Malevolent*, Imperial Navy
Position: Captain of Ship's Marines

Race: Klingon/Human Fusion

Age: 25

Sex: Male

Attributes:

STR —85	CHA —18
END —71	LUC —38
INT —83	PSI —07
DEX —70	

Combat

To-Hit Numbers—	Bare-Hand Damage:	Statistics:
<i>Modern:</i> 58	3D10	AP: 11
<i>HTH:</i> 52		

Significant Skills:

	Rating:
Administration	10
Astronomy/Astrophysics	10
Carousing	35
Environmental Suit Operations	30
Gaming	20
Ground Vehicle Operation	20
Interrogation	20
Language, Galacta	20
Leadership	30
Marksmanship, Modern	54
Personal Combat	
Armed	57
Unarmed	60
Personal Weapons Technology	20
Planetary Survival	20
Small Unit Tactics	65
Zero-G Combat	35

Distinguishing Physical Characteristics:

None.

Brief Personal History:

Birthplace: Singuan Colony, Beta Quadrant

Millith is a young but ruthless Klingon who has risen to his current position largely through loyalties to individual officers other than his immediate superior. His current position is the result of a successful (though unproved) assassination of his predecessor, prior to Kursak's taking command.

Personality:

Motivations/Desires/Goals:

Although outwardly loyal to his captain, Millith's family line is a nominal supporter of Subaiesh policies; this places Millith in direct political opposition to the Captain. Fortunately for both of them, Millith's even greater dislike of Security makes him a natural ally of his commanding officer.

Manner:

Though at most times a coldly efficient officer, Millith is periodically subject to fits of rage whenever he feels that he has been personally insulted.

Special Knowledge/Powers:

Millith has served with Meneti prior to the *Slasher* episode. He is certain Meneti was betrayed on that occasion, though by whom he cannot say.



Name: KNOVI TAI SIMPALLA

Rank/Title: Lt. Commander

Current Assignment: IKV *Malevolent*, Imperial Navy

Position: Department Head, Communications

Race: Imperial Klingon

Age: 22

Sex: Female

Attributes:

STR —44	CHA —62
END —67	LUC —35
INT —79	PSI —05
DEX —58	

Combat Statistics:

To-Hit Numbers—

Modern: 48

HTH: 59

Bare-Hand Damage: 1D10+4

AP: 10

Significant Skills:

	Rating:
Administration	30
Bribery	25
Carousing	45
Computer Operations	35
Gaming	20
Klingon Psychology	25
Marksmanship, Modern	44
Security Procedures	
Interrogation	10
Starship Security	21
Surveillance	10
Shuttlecraft Piloting	18
Starship Communications	46
Starship Navigation	30
Starship Operations	38
Starship Sensors	15

Distinguishing Physical Characteristics:

None



Brief Personal History:

Birthplace: Keitehle, Klinzai

A constant companion to the *Malevolent's* former captain, Knovi has unsuccessfully attempted to establish the same arrangement with Kursak. Knovi has jealously guarded her bridge position against potential rivals, often by way of deliberate acts of cruelty when dealing with challengers.

Personality:

Motivations/Desires/Goals:

Extremely loyal to the Empire, Knovi dreams of uncovering and single-handedly eliminating an enemy of the Empire. If she believes she can accomplish this objective, she will be more than willing to take even unnecessary risks to achieve her goal.

Manner:

A very charismatic and personable officer, Knovi is also very independent. She is capable of cruelty when it serves her purposes.

Special Knowledge/Powers:

Knovi is an agent of Imperial Security, having been recruited by the *Malevolent's* former Security Chief before his removal. She is antagonistic toward Millith, but has not yet been able to challenge his position aboard ship.

Name: KRIMM TAI RESHTARC

Rank/Title: Ensign

Current Assignment: IKV *Malevolent*, Imperial Navy

Position: Helm/Navigation

Race: Imperial Klingon

Age: 21

Sex: Male

Attributes:

STR —49	CHA —38
END —57	LUC —25
INT —52	PSI —04
DEX —46	

Combat Statistics:

To-Hit Numbers—

Modern: 44

HTH: 46

Bare-Hand Damage: 2D10

AP: 9

Significant Skills:

	Rating:
Astronomy/Astrophysics	35
Computer Operations	22
Deflector Shield Technology	26
Gaming	25
Languages	
Galacta	47
Romulan	56
Marksmanship, Modern	58
Personal Combat, Unarmed	37
Starship Helm Operation	45
Starship Navigation	33
Starship Sensors	38
Starship Tactics & Strategy	15

Distinguishing Physical Characteristics:

None.

Brief Personal History:

Birthplace: Heimdorhl Colony, Gamma Quadrant

The newest member of the *Malevolent's* bridge crew, this is Krimm's third combat duty assignment. His previous assignments aboard smaller vessels each ended favorably but undramatically.

Personality:

Motivations/Desires/Goals:

For professional and political reasons, Krimm is opposed to Kreen as ship's Weapons Officer. He will attempt at least once anything that might make Kreen look bad in Kursak's eyes. Krimm knows that anything he can do to foster his family's cause at the expense of the Subaiesh will be rewarded by his influential family members in Fleet Command. Combined with a strong desire for action, Krimm has a need to prove himself to the *Malevolent's* more experienced officers. He is thus prone toward independent and potentially hot-headed actions.

Manner:

Krimm is sly and cunning.

Special Knowledge/Powers:

None.



Name: KURLASS TAI MIRRIN

Rank/Title: Lt. Commander
Current Assignment: IKV *Malevolent*, Imperial Navy
Position: Acting Science Officer

Race: Imperial Klingon
Age: 23
Sex: Female

Attributes:

STR —37	CHA —75
END —72	LUC —33
INT —60	PSI —07
DEX —47	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 2D10
Modern: 49	AP: 9
HTH: 57	

Significant Skills:

	Rating:
Administration	15
Astronomy/Astrophysics	37
Carousing	41
Computer Operations	40
Electronics Technology	45
Languages, Galacta	39
Marksmanship, Modern	38
Personal Combat, Unarmed	20
Shuttlecraft Piloting	10
Starship Helm Operation	15
Starship Operations	20
Starship Navigation	20
Starship Sensors	40
Warp Drive Technology	45

Distinguishing Physical Characteristics:

None.

Brief Personal History:

Birthplace: Samminissa Colony, Beta Quadrant

Kurlass has spent most of her career on starbase or ground assignments. This is her first deep space mission in two years. Past assignments have been lacking in challenge or interest.

Personality:**Motivations/Desires/Goals:**

Kurlass sees the current mission as her chance to gain a permanent position aboard the *Malevolent* during the absence of the ship's regular Science Officer. To this end, Kurlass hopes to establish good terms with Kursak so as to improve her chances. She can best accomplish this by being as efficient and skillful as possible in the present circumstances. Politically, Kurlass is neutral.

Manner:

Kurlass is reserved and calculating.

Special Knowledge/Powers:

None.

Rank/Title: STANDARD ISSUE MARINE

Current Assignment: IKV *Malevolent*, Imperial Navy

Race: Klingon
Age: 22
Sex: Gamemaster's Choice

Attributes:

STR —60 + 2D10	CHA —10 + 2D10
END —40 + 2D10	LUC —20 + 2D10
INT —30 + 2D10	PSI —1D10
DEX —50 + 2D10	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 2D10 + 4
Modern: 45	AP: 10
HTH: 65	

Significant Skills:

	Rating:
Marksmanship, Modern	50
Personal Combat	
Armed	60
Unarmed	65
Small Unit Tactics	40
Zero-G Operations	30

Personality:

All the marines aboard the *Malevolent* are Imperial Klingons. Each has sworn an oath to die for their Commander and the Captain of their ship. Having worked together as a group for some time now, they are capable of reacting to emergency situations quickly and effectively.

Special Knowledge/Powers:

None.

MAJOR NPCs**Name: MENETI SUTAI KOMMORA**

Rank/Title: Major
Current Assignment: Deputy Base Commander, Outpost Valtor III (Classified)

Position: Marine Garrison Detachment Commander

Race: Imperial Klingon
Age: 42
Sex: Male

Attributes:

STR —88	CHA —62
END —75	LUC —59
INT —83	PSI —04
DEX —80	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 3D10
Modern: 56	AP: 12
HTH: 49	

Significant Skills:

	Rating:
Administration	35
Bribery	47
Carousing	44
Computer Operation	15
Diplomacy/Negotiation	47
Interrogation	40
Klingon Psychology	57
Language	
Galacta	34
Romulan	37
Leadership	56
Marksmanship, Modern	60
Personal Combat	
Armed	40
Unarmed	50
Shuttlecraft Piloting	30
Small Unit Tactics	55

Distinguishing Physical Characteristics:

As a result of ill treatment by Romulan captors during the last war, Meneti's face is badly scarred.

Brief Personal History:

A Klingon marine veteran of numerous campaigns, Meneti has been wounded several times, receiving battlefield promotions accordingly. Security notations cite his extreme loyalty to superiors. In the last Romulan war, Meneti served under Commander Kletarc on the IKV *Slasher*. He was captured by the Romulans during a boarding action. After 17 months of captivity, he was released as part of general prisoner exchange. Meneti was decorated for gallantry under fire. He is well-known and admired by his fellow officers in the fleet.

Birthplace: Turloc Colony 4, Quadrant Alpha

Personality:**Motivations/Desires/Goals:**

Meneti harbors a deep hatred for his last commander, Kletarc. He feels Kletarc's cowardice was responsible for his capture, the slaying of his command, and the loss of his consort. Once returned to duty, Meneti's one aim has been Kletarc's disgrace and destruction. He is personally unconcerned over the political tug of war between the Subaiesh and the Reshtar; for the sake of appearances, however, he will appear to support the Subaiesh cause.

Manner:

To all outward appearances, Meneti is the model marine officer. Respectful of superiors, he acts to carry out their wishes to the best of his abilities.

Special Knowledge/Powers:

While commanding the Valtor garrison, Meneti has discovered a process whereby the chemical composition of a local fruit can be altered to produce a hallucinatory drug of considerable strength. This he has used to gain control of the Valtor base.

Name: KLETARC SUTAI KLINLOR

Rank/Title: Captain

Current Assignment: Outpost Valtor III (Classified)

Position: Base Commander

Race: Imperial Klingon

Age: 35

Sex: Male

Attributes:

STR —80	CHA —33
END —83	LUC —23
INT —75	PSI —04
DEX —70	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage	3D10
Modern: 64	AP:	11
HTH: 48		

Significant Skills:

	Rating:
Administration	40
Bribery	33
Carousing	23
Computer Operations	24
Diplomacy/Negotiation	15
Gaming	20
Interrogation	27
Language, Galacta	30
Leadership	32
Marksmanship, Modern	44
Personal Combat	
Armed	39
Unarmed	40
Warp Drive Technology	28

Distinguishing Physical Characteristics:

None.

Brief Personal History:

Birthplace: Linoric, Klinzeir

Most past assignments have been political appointments. While capable in many respects, Kletarc lacks the personal qualities of leadership required to make a good Ship Commander. While past ship assignments have yielded some minor successes, this has been due more to chance operating in his favor than ability.

Personality:

Motivations/Desires/Goals:

Following the near disaster with the *Slasher*, Kletarc has had little desire for a combat command. Turning to politics, he has become an ardent supporter of the Subaesh peace party. He hopes to use the present Valtor assignment as a steppingstone to advance his career by giving him the leverage necessary to arrange a permanent transfer to the Klingon Diplomatic Corps.

Manner:

Kletarc is arrogant and brash.

Special Knowledge/Powers:

None.



Name: KINTAX SUTAI UVAREK

Rank/Title: Lieutenant

Current Assignment: Outpost Valtor III (Classified)

Position: Sensor Technician

Race: Klingon-Human Fusion

Age: 27

Sex: Female

Attributes:

STR —42	CHA —78
END —74	LUC —52
INT —65	PSI —05
DEX —75	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage:	1D10
Modern: 57	AP:	12
HTH: 48		

Significant Skills:

	Rating:
Administration	20
Bribery	42
Carousing	27
Computer Operation	33
Electronics Technology	45
Interrogation	37
Klingon Law	25
Klingon Psychology	55
Language	
Galacta	45
Romulan	42
Marksmanship, Modern	44
Personal Combat	
Armed	47
Unarmed	39
Shuttlecraft Piloting	33
Starship Operations	22
Starship Sensors	44
Surveillance	37
Trivia, Romulan History	15

Distinguishing Physical Characteristics:

None

Brief Personal History:

Birthplace: Jurros Colony, Beta Quadrant

Kintax has served all of her career as an active agent of the Klingon Imperial Intelligence Service.

Personality:

Motivations/Desires/Goals:

Kintax is an individualist who seeks to move to a position of power in Imperial Intelligence in a very short time. Her acceptance of the Valtor assignment is seen as a definite step toward a greater influence with her rivals in the intelligence service.

Manner:

She is efficient and responsible.

Special Knowledge/Powers:

None.

THE ROMULANS

Name: SARNIS

Rank/Title: Commander
Current Assignment: Military Division
Position: Commander, *Nightlancer*

Race: Romulan

Age: 39

Sex: Male

Attributes:

STR —73	CHA —63
END —63	LUC —38
INT —79	PSI —27
DEX —78	



Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 2D10+5
<i>Modern:</i> 50	AP: 12
HTH: 55	

Significant Skills:	Rating:
Administration	35
Cloaking Procedures	40
Computer Operation	30
Leadership	65
Negotiation/Diplomacy	70
Security Procedures	40
Starship Tactics and Strategy	48
Starship Weaponry Technology	30
Warp Drive Technology	10

Distinguishing Physical Characteristics:
None

Brief Personal History:

Birthplace: Unknown

Prior to this assignment, Sarnis had spent most of his active career on the southernmost boundary between the two empires, where he has served for several years. Following the death of his superior in a Klingon ambush, Sarnis was elevated to the rank of Commander and given his present assignment after he supervised repair of his vessel.

Personality:

Motivations/Desires/Goals:

Sarnis is eager to prove himself worthy of his new status. While not ambitious, he is not likely to ignore any unexpected opportunities that may come his way.

Manner:

Sarnis is competent and generally cautious.

Special Knowledge/Powers:

None.

Rank/Title: CENTURION (TOTAL OF 10)

Current Assignment: *Nightlancer* and *Predator*, Military Division
Position: Technical Advisor to Jileacan Rebels, Valtor II

Race: Romulan

Age: Gamemaster's Choice

Sex: Gamemaster's Choice

Attributes:

STR —60+1D10	CHA —50+1D10
END —50+1D10	LUC —50+2D10
INT —60+2D10	PSI —40+2D10
DEX —70+1D10	

Combat Statistics:

To-Hit Numbers—	Bare-Hand Damage: 1D10+5
<i>Modern:</i> 48	AP: 11
HTH: 51	

Significant Skills:	Rating:
Computer Operation	20+1D10
Computer Technology	30+1D10
Deflector Shield Technology	20+2D10
Language	
Galacta	25+1D10
Klingon	60+2D10
Leadership	45+2D10
Marksmanship, Modern	60+2D10
Medical Science, General Medicine, Romulan	25+1D10
Negotiation/Diplomacy	35+1D10
Personal Combat, Unarmed	50+2D10
Security Procedures	30+2D10
Shuttlecraft Technology	20+2D10
Small Unit Tactics	50+2D10
Starship Sensors	35+1D10
Small Equipment Systems Operation	25+1D10

The above statistics refer to those Romulan advisors in place in the Jileacan camp. General statistics for the three Romulan aides to Menel are given in the listing of the Valtor garrison. It is assumed each have training comparable with those skills listed here.



Gamemaster's Notes



All is not well in the Komerex. This time, the enemy is neither the Romulans nor the United Federation of Planets. The danger is the enemy within. Set against a backdrop of political intrigue, this adventure deals with revenge and the lengths to which one Klingon will go to get it.

HINTS ON PLAY

ADVENTURE TIMELINE

The following is a chronological sequence of events leading up to the current adventure. Also indicated below are events already set in motion that will occur regardless of player actions.

– 4 years ago

Commander Kletarc receives his first command, the IKV *Slasher*.

– 3 years ago

During an attack on a Romulan scout ship, Marine Captain Meneti and a boarding party from the IKV *Slasher* are captured by the enemy after reinforcements force the *Slasher* to withdraw.

– 2 years ago

Commander Kletarc is promoted to Captain of the battlecruiser *Dissension*.

– 18 months ago

A general peace ends the recent round of unofficial clashes between the Klingons and Romulans. In the prisoner exchange that follows, Captain Meneti is returned as the sole survivor of the *Slasher's* captured party.

– 16 months ago

Recovered from his ordeal, Meneti returns to duty as a garrison officer. Captain Kletarc is reassigned to the Klingon Home Fleet.

– 1 year ago

The first survey party arrives on Valtor III inside the Triangle zone. Limited contact with the native Jileaca reveals the avians to be totally incapable of defending themselves against a concerted colonization effort. Captain Kletarc is assigned as liaison officer to the Klingon Diplomatic Corps.

– 6 months ago

The Subaiesh family and their allies come to power in the Klingon diplomatic corps and begin to influence Imperial policy.

– 5 months ago

The Korreg program is begun with a review of likely host planets for monitoring stations in the Triangle. Under the command of Captain Karnon, the IKV *Malevolent* destroys an Orion raider near Ceti Bridi II. Planet Valtor III is selected for inclusion in the Korreg program. The Romulan warships *Nightlancer* and *Predator* are transferred to patrol along the Wedge.

– 4 months ago

A negotiation team is sent to the United Federation of Planets to discuss conditions for improving interstellar relations between the respective governments. The Reshtarc counter by influencing the reassignment of squadron commanders throughout the fleet. The Valtor III outpost is completed. Captain Kletarc maneuvers to have himself placed in charge of the Valtor III garrison. Major Meneti has himself assigned as Deputy Base Commander.

– 3 months ago

Captain Krugg fails in his attempt to steal the Genesis device. Captain Karnon cripples two pirate raiders inside Klingon space. The majority of Valtor III's Jileacans are exported off-planet for slave labor. What few remain are reduced to kuve status in small settlements near the Valtor III outpost. Captain Kletarc makes a secret deal with Meneti to ensure the latter's loyalty.

– 2 months ago

Captain Karnon attacks an unmanned convoy inside the Organian Neutral Zone. Selective introduction of the Triburnias hallucinogen begins. Several members of the Valtor garrison mysteriously fall ill. Base commander Kletarc begins to show visible signs of stress.

– 7 weeks ago

Captain Kursak replaces Karnon as Commander of the *Malevolent*.

– 6 weeks ago

The IKV *Malevolent* is refitted at combat repair facility 14T7X.

– 1 month ago

Major Meneti opens negotiations with the Commander of the *Nightlancer*.

- 3 weeks ago

The IKV *Malevolent* begins patrol along Klingon space bordering the Triangle Zone. The commander of the *Nightlancer* agrees to aid Meneti in capturing the Valtor outpost in exchange for a large bounty and safe conduct into the Triangle.

- 2 weeks ago

Several officers on Valtor III disappear. No sign of them is ever found.

- 1 week ago

Kletarc is captured in the Jileaca camp after being betrayed by Meneti. The *Nightlancer* and the *Predator* are ordered into the Wedge to take possession of the Valtor outpost as arranged.

- 4 days ago

Faced with immediate arrest, intelligence agent Kintax sends a coded message to Fleet Command warning them of the situation on Valtor. The message is garbled in transmission and only fragments are decipherable.

- 3 days ago

A priority directive from Fleet Command goes out to the IKV *Malevolent* to investigate the situation on Valtor III. Meneti has Kintax removed to the kuve camp and kept under drugged confinement.

- 2 days ago

Romulan warships arrive in the Valtor system. After exchanging information, the Romulan commander decides to land a team of advisors on the planet to assist Meneti. Most of these Meneti sends to the kuve camp to begin organizing the natives. Several Romulans are detailed to serve as bodyguards and personal aides to Meneti. With the imminent arrival of the *Malevolent*, the two commanders coordinate plans for a kuve uprising.

- 1 day ago

Kletarc returns to base. No explanation of his absence is given. His manner is erratic, and he appears extremely ill. He orders the marines to prepare for an attack on the kuve settlement.

- Day 0

Having completed preparations for the capture of the Valtor installation in consultation with Meneti, the Romulan warships take up position in the asteroid belt, cloaked, to await the moment of attack. Three hours later, having refused to extend standard courtesies to the *Malevolent*, Kletarc leaves for the kuve camp with a select group of Meneti's marines. Once there, Meneti's followers will place Kletarc under confinement and await further orders.

Day 1

As arranged, the Romulan squadron commander uncloaks and moves to engage the *Malevolent*. The attack coincides with the attack against the outpost by the kuve, assisted by Romulan men and equipment. By prearrangement, Meneti will rig the outpost's defenses to fail at the moment the attack begins.

Day 3

If no word is forthcoming from the *Malevolent*, Fleet Command will order a battle squadron into the Valtor system to destroy the outpost.



MENETI'S STORY

For most of his life, Meneti sutai Kommora has served the Komerex as a capable and dedicated marine officer. During his career, Meneti has served numerous commanders, all of whom have benefitted by his loyalty and discipline.

Kletarc's Mistake

Three years ago, an event occurred that altered Meneti's life and career dramatically. At that time, then Captain Meneti was one of several marine officers serving aboard the destroyer *Slasher*, operating along the Romulan border under the command of then commander Kletarc. Eager for the personal glory that would win him a promotion and a better ship, Kletarc ordered the *Slasher* on a privateering mission deep into enemy territory. Once across the border, Kletarc's command inexperience led him to pursue a small enemy scout farther into Romulan space than was prudent. After overpowering the small scout, Kletarc ordered Meneti to lead a boarding action to claim his new prize before the Romulans could self-destruct.

Meneti's boarding party had scarcely beamed aboard when the trap was sprung: three heavily-armed Romulan cruisers suddenly uncloaked and began quartering in on the Klingon warship. Although circumstances would have allowed the safe return of Meneti's party had Kletarc acted with decision, the Commander of the *Slasher* instead abandoned Meneti's group to their fate, and speedily withdrew,

fighting a frantic running battle against the enemy vessels. Once safely over the border again, Kletarc would claim a personal victory, one that his family's influence would do much to magnify. Soon after, Kletarc received the promotion and reassignment he desired.

Sole Survivor

The fate of the *Slasher's* boarding party, however, was far different. Despite a desperate stand that inflicted many casualties, Meneti's command was quickly overwhelmed. The prisoners were sent to a small penal planet where they remained for over a year. In the end, only Meneti survived. As the officer in charge of the prize team, Meneti was forced to watch as, one by one, his fellow Klingons suffered a slow death. Among them was Meneti's consort, one of the *Slasher's* junior engineering officers. For their part, the Romulans could claim they were only acting in response to similar acts committed on their people by the Klingons. From that time on, Meneti's sole purpose in life became a burning desire to avenge himself and his dead comrades against the man who had betrayed them.

Much to Kletarc's eventual displeasure, Meneti lived to return to Klinzai as one of a handful of Klingons exchanged by the enemy after a truce temporarily put an end to hostilities. After a long recovery, Meneti — now a Major — returned to duty as a garrison officer and instructor, all the while keeping watch on Kletarc from afar.

Meneti's Revenge

When Meneti learned finally of Kletarc's assignment to the outpost on Valtor, he maneuvered an appointment as the outpost's Deputy Commander. Kletarc now found himself in an awkward situation. Unable to dismiss Meneti without exposing his own cowardice, he offered instead to regain the marine's loyalty by making Meneti a rich man. Much to his surprise, Meneti accepted the offer.

To all outward appearances, Major Meneti continued to be a model officer in Kletarc's command. But appearances were deceiving. Meneti had by no means given up his dream of revenge. His acceptance of Kletarc's hefty bribe merely afforded him another means to an end. While acting always with deference and respect for his superior, Meneti remained on guard for any opportunity to ruin the man who had caused the needless deaths of so many so long ago.

Kletarc meanwhile was no fool. Using the Subaiesh-Reshtarc controversy as an excuse, he sought continually to challenge the Meneti's political position in hopes of provoking a rash act that could lead to his dismissal. But despite many heated words exchanged between the two, Meneti refused to be provoked. Instead, he continued to wait, to plan, and to scheme.

Subverting The Rank And File

After many months, Meneti's opportunity came at last. Out of boredom, one of the outpost's medical team decided to experiment with a native staple, the Triburnias fruit, in an effort to concoct a particularly strong wine. The result was the onset of hallucinations that acted to deteriorate the mental processes at a rapid rate. While reducing the subject's will, the fruit in its altered state also produced a strong addiction few could resist. Exposure to the Triburnias fruit in this form over a short period of time would reduce the user to idiocy. Long before that, however, the individual would be completely under the control of anyone with knowledge of

interrogation techniques, the likes of which Meneti had learned at the hands of the Romulans.

Armed with this knowledge, Meneti quickly formulated his plan and acted with cold calculation. Selectively introducing the addictive Triburnias wine to key members of the Valtor garrison, by slow degrees, Meneti fostered a growing element of disaffection and insubordination among the outpost's personnel, causing a shifting of loyalties from Kletarc to himself. Not all of those assigned to Valtor, however, proved easy subjects. In the course of events, several of the outpost's specialists had to be killed to avoid Kletarc's learning the truth. These Meneti quietly disposed of while continuing to work on others.

Meneti's Treason

With the first part of his plan underway, Meneti next entered into an overt act of treason. Having induced base specialists to supply him with data on enemy activity across the border, Meneti secretly opened talks with the Romulans. A bargain was soon struck. The Romulans would gain possession of the Valtor outpost, whose existence until now had been unknown to them, in exchange for a sizeable bounty and safe passage to an Orion colony in the Triangle. From there, Meneti could escape deeper into uncharted territory, far from Imperial retribution.

Before this could be accomplished, however, Meneti was determined to make Kletarc appear to be responsible for the outpost's loss. To this end, Meneti, in direct opposition to Kletarc's harsh treatment of the kuve, established friendly relations with the Jileaca. Aided by arms and advisors supplied by the Romulans, Meneti convinced the Jileaca to prepare to revolt against their common enemy, Kletarc. At the same time, Meneti arranged to have the outpost's Security Officer, already under his control, forward reports critical of Kletarc to Fleet Command. In the final stage of Meneti's plan, the Jileaca would strike at the hidden outpost aided by Romulan allies in space as well as on the surface with Meneti providing access to the facility at a critical point in time. In the aftermath of the outpost's fall, with Kletarc a prisoner of the Romulans and Imperial security already suspicious of Kletarc's fitness for command, Meneti would lead his handful of "survivors" safely back to Empire — his enemy disgraced and defeated, himself once again a hero of the Empire.

The Empire Reacts

Meneti's plan might well have succeeded but for the presence of an unknown factor. Posing as a sensor technician, Kintax sutai Uvarek is in reality an operative in the Klingon Imperial Intelligence Service. Given her training and conditioning, Kintax proved immune to the effects of the Triburnias drug Meneti introduced. When Kintax does not fall under his control, Meneti becomes immediately suspicious and orders the agent placed in confinement, but not before Kintax manages to send an urgent plea for help. It is this message that alerts the high command that something is not as it seems on Valtor III. The result is the dispatch of the *Malevolent* to investigate.

Realizing he has been found out, Meneti adjusts his plan accordingly prior to the *Malevolent's* arrival. Betraying Kletarc into the hands of the Jileaca, Meneti uses the Triburnias drug to gain control of Kletarc, forcing him to first violate standard procedures when the *Malevolent* appears on the scene, then to disappear mysteriously before the landing

party can arrive. Using a special code provided by the outpost's security chief to secretly warn Kursak of impending treachery, Meneti begins to stack the evidence against his former commander, including the testimony of a Jileacan volunteer deliberately caught in the act of sabotage. In trying to bribe his way off the planet, Meneti will act to remove his marines aboard ship, thus avoiding implication in the scheduled attack the next day.

POSSIBLE OUTCOMES

The *Malevolent's* landing party has 48 hours from receipt of their orders to determine the nature of the problem on Valtor III and take corrective measures to avoid the loss of the installation to enemy hands. Unfortunately, no one is quite sure exactly who the enemy is. Meneti would have the players believe that Kletarc is the root of all evil on Valtor, and, at face value, things would seem to bear out Meneti's allegation. There are, however, some nagging questions that the players must address. For instance, where exactly is Kletarc and what is he really up to? What is the origin of the strange disease that has afflicted the majority of the garrison on Valtor? Where are the officers whose absence cannot be accounted for? Has the security of the Valtor installation already been compromised? Finally, what, if any, is the role of the Romulans in all that is happening on Valtor? If the players cannot obtain satisfactory answers to these and other similar questions, Fleet Command will quickly take the matter out of their hands. The key to resolving the situation is for players to realize that everyone involved (including the players themselves) is working from different motivations – a matter of individual priorities that may have nothing to do with considerations of loyalty or duty. Once this is understood, the situation becomes easier to resolve one way or the other.

Meneti's Priorities

If the landing party has been convinced the Jileaca are led by Kletarc with Romulan aid, Meneti will enlist the aide of the *Malevolent's* crew in assaulting the kuve camp, determined to "go it alone" if assistance is not forthcoming. As a Romulan squadron closes in on the *Malevolent* above, Meneti's hope is to lure the ship's landing party into a trap in which they will be killed, after which he and his gallant marines will, once again, escape the hated Romulan foe in a captured shuttlecraft, with the blame for the Valtor disaster neatly pinned on Kletarc.

Should the landing party return to the *Malevolent* to deal with the Romulan squadron first, Meneti will use a ruse to get his allies on board the *Malevolent*. While delivering the Valtor base to the Romulans, the Jileaca, armed with Romulan technology, will seek to disable the vessel, causing confusion and distraction. If the *Malevolent* should be overcome by this combined threat, a Romulan boarding party will take command of the ship and return with their prisoners, including Kletarc, to friendly space. Meanwhile, having gained his revenge in an ironic twist of fate, Meneti will use a shuttlecraft to escape unnoticed deeper into the Triangle.

In the event his plans go awry, Meneti will barricade himself in the outpost's command center as a last resort, threatening to destroy the installation, trading his freedom for the safety of the outpost's important equipment. Whatever happens next, Meneti will not be taken alive.

The gamemaster must keep in mind that Meneti's first and foremost priority is the destruction of his enemy Kletarc. If this can be done without Meneti's treason being discovered, well and good. If not, Meneti will not hesitate to eliminate anyone who stands between him and his revenge. However, as the course of the adventure develops, Meneti will

always act indirectly, using his surrogates whenever possible to avoid the possibility of his real intentions being discovered. Should Meneti manage to fool the landing party completely, he will think nothing of selling out his Romulan allies once he is inside the *Malevolent* (providing, of course, that Kletarc's termination is achieved first.) Under any other circumstances, Meneti will play his original game out to the end, win or lose.

The Landing Party's Priorities

The inspection team that lands on Valtor will have 48 hours in which to determine the true situation on the planet and to put corrective measures into effect. After this point, Fleet Command will assume that the Valtor III installation has become compromised and will dispatch a naval attack group to eliminate any trace of Klingon presence on the planet, without exception. This attack group has already been assembled and is awaiting orders. If no satisfactory word is forthcoming from the *Malevolent*, they can be on the scene within twelve hours of the deadline. With this in mind, the landing party will need to act quickly. The gamemaster should be careful, however, to avoid stacking the cards too heavily against the missing Kletarc. Instead, the mystery surrounding the installation, the nagging questions concerning the missing personnel, and the strange attitudes of those still on hand should be emphasized in order to encourage the players to question appearances.

At the same time, it should be remembered that each member of the landing party will be playing his or her own role in this miniature version of the Komerex Zha. By encouraging independent action or inquiry whenever possible, the gamemaster will afford the players opportunities to act according to their personal and/or political motivations, even if such action might be contrary to the desires of the party as a whole.

Should the landing party decide to participate in an attack on the kuve settlement, they will find the Jileaca have been well-supplied with Romulan weaponry by Meneti's agents. If the kuve are subdued, an investigation of the settlement will reveal Kletarc and Kintax in drugged captivity. With proper medical attention, these individuals will reveal Meneti as the traitor he is. As an alternative course of action, players may act to deal with the Romulan squadron first, hoping to return in time to counter the Jileacans below. While the choice is theirs, it must be remembered that personal motivations may be the deciding factor in determining which threat will be dealt with first.

Romulan Priorities

Prior to the first communication from Meneti, Romulan intelligence was completely unaware of the existence of the Valtor III outpost. Understanding only too well that their security is threatened by the Klingons' ability to monitor Romulan fleet movements deep within the Romulans' own territory, it is vital that the Valtor outpost's remote sensing devices be captured intact for examination and the development of possible countermeasures. This remains the fundamental object of the Romulan commander on the scene during the course of this adventure.

The arrival of the *Malevolent* has of course complicated the situation. If, by using skilled agents on the ground to aid Meneti's forces, the outpost can be held long enough for a select team of experts to dismantle vital surveillance devices



for transport off-planet, then the Romulan mission will still be a success, even if the installation cannot be captured intact as originally planned. Any attack against the Klingon warship must be viewed with an eye toward achieving the primary objective. While the destruction of the *Malevolent* would of course clarify things considerably, the Romulans cannot afford to injure themselves too greatly, given that other Klingon warships might also be en route and arriving at any moment.

With this in mind when the attack begins, the Romulans will seek to close with the Klingon vessel as quickly as possible, concentrating their firepower to quickly disable the enemy's defenses, then using boarding parties to occupy the defenders at close quarters while events on the surface play themselves out. Should capturing the *Malevolent* prove impossible, the Romulan commander will use the boarding parties to prevent the Klingons from reinforcing the fighting below. Once informed that the Klingon sensor equipment has been obtained, the boarding parties will be withdrawn and the cruisers will recover their agents, content to let the Klingons keep the field. Under no circumstances, however, will any Romulan allow himself to be captured by the Klingons.

The Romulan commander has absolutely no intention of honoring his agreement with Meneti. If events go as planned, he will oversee the removal of the surveillance equipment from the Valtor outpost to his own ships, after which he will put the entire planet to the torch, and Meneti's marines along with it.

Jileacan Priorities

The peaceful agrarian culture the Jileaca once knew has long since disappeared. The remaining few Jileacans are subjected to forced labor, with the Klingons' petty acts of cruelty and humiliation as constant reminders of their subjugation. Prior to the arrival of Meneti and his Romulan allies, the Jileacans lacked sufficient military skills to combat their Klingon oppressors with any success. However, they have not remained completely docile. Trish'nar'ak has managed to organize the several hundred Jileacans who earlier had

managed to escape into Valtor's dense wilderness after the arrival of the first occupation forces. These are now assembling, ready to strike with the aid of their new allies. In addition, those select few who have been used as personal servants are well-acquainted with the layout of the Valtor compound.

The Jileaca do not for a moment trust Meneti. Nor do they plan to keep him or any other Klingon alive once their surprise attack on the outpost is successful. While not vengeful by nature, the destruction of so many family units among the Jileacans has engendered a fanatic hatred of anything Klingon. The Jileacans accept the fact that Meneti may be willing to aid them for his own reasons, but he is viewed only as a means to an end — a temporary tool at best.

The Jileaca are intelligent enough to understand that in order for them to gain access to the outpost, the landing party must be convinced of Meneti's loyalty to his superiors. Warned in advance of the landing party's arrival, Trish'nar'ak volunteers to pose as a would-be saboteur, allowing himself to be captured and 'confessing' that Kletarc is his ally. Though he realizes the deception may cost him his life, he hopes that his sacrifice will convince the inspection team of Kletarc's treason, thus permitting both Meneti's and the Jileacans' plots to continue.

If the landing party returns to the *Malevolent* to deal with the Romulan cruisers overhead, Meneti will disable the outpost's selective defenses prior to leaving for the Jileacan camp. This done, the Jileacans, with their Romulan allies in tow, will use their natural flying ability to launch an attack before the local garrison can mount an adequate defense. In this, they will be further aided by the use of an emergency passage, whose whereabouts Meneti has previously disclosed.

Should the landing party decide to assist Meneti in attacking the Jileacans in their camp, the latter will abandon the village, lying in wait beyond tricorder range, allowing the attackers to occupy their settlement. Once this is done, the Jileacans will then surround the camp and, with their Romulan allies and their new technology, attempt to wipe out the enemy (including Meneti's party as it attempts to flee in the confusion). This done, they will march on the outpost. At no time will a Jileacan allow himself to be captured once the attack begins. Each is determined to succeed or die in the attempt.

THE VALTOR GARRISON

The following information is a breakdown of base personnel for Valtor III. The numbers in parenthesis indicate the NPC's To-Hit (Modern) skill level.

NPCs Undergoing Treatment In The Medical Center

Name	Ge	Rac	Rnk	Post	Remarks
Kardon tai Klinlorr	M	IMP	LCM	Secur	Unconscious
Kdam vestai Gura	M	IMP	LTG	Sensr	
Kethor vestai Devari	M	IMP	MND	Medic	
Kralla vestai Kresh	F	HUM	LTG	Medic	
Krimm tai Renjar	M	HUM	LTG	Sensr	
Krev tai Emara	M	HUM	ENS	Secur	Unconscious

(All NPCs who are not unconscious will show signs of hallucinations and mental disorder. None of those present will be lucid enough for questioning, and all have had sufficient doses of Triburnias wine to render them capable of being manipulated by Meneti. Meneti's assistants are currently working with these subjects to further weaken their ability to resist.)

Meneti's Bodyguards

Name	Ge	Rac	Rnk	Post	To-Hit, Modern	PC (Unarmed)	PC (Armed)	Remarks
Maktar Komorra	M	IMP	ENL	Comb	58	50	68	
Marl Gashtor	M	IMP	ENL	Comb	83	42	30	S
Mentork Araxa	M	IMP	ENL	Comb	47	19	48	S
Mjark Trothir	M	IMP	ENL	Comb	85	49	20	
Mlath Valaxar	M	IMP	ENL	Comb	74	62	25	

(One of these NPCs will be with Meneti at all times. A second NPC will also be on station at Meneti's quarters at all times, the remainder rotating shifts accordingly.)

In The Kuve Camp

Name	Ge	Rac	Rnk	Post	To-Hit, Modern	PC (Unarmed)	PC (Armed)	Remarks
Kintax sutai Uvarek	F	HUM	LTN	Comm				Drugged and unconscious
Kletarc sutai Klinlor	M	IMP	CPT	Cmdr				Drugged and unconscious
Ksorra vestai Lustra	F	UM	LCM	Medic	49	58		Meneti's Consort
Markor Linarack	M	IMP	ENL	Comb	48	37	48	S
Mastak tai Grendle	M	IMP	LTG	Comb	45	59	38	
Mellack Renjar	M	HUM	ENL	Comb	90	52	49	S
Mergor Gashtor	M	IMP	ENL	Comb	40	39	30	S
Minsan Reshtarc	M	IMP	ENL	Comb	85	39	44	S
Morrex Erada	M	IMP	ENL	Comb	27	59	48	S
Muzark vestai Odallu	M	IMP	LT	Comb	85	30	69	S

(These NPCs are said to be part of Kletarc's raiding party on the Jileaca settlement. In actuality, they have been moved to the camp prior to the landing party's arrival in preparation for Meneti's departure. They also serve to keep guard over their navy prisoners.)

Navy NPC's On Hand At Reception

Name	Ge	Rac	Rnk	Post	To Hit, Modern	Remarks
Kallasa vestai Quarn	F	IMP	LCM	Sensr	59	Willing Accomplice
Kaluxa tai Devari	F	IMP	LCM	Sensr	39	Willing Accomplice
Kimparri tai Ilonori	F	HUM	ENS	Medic	40	
Klina tai Klinlor	F	IMP	ENS	Sensr	65	Line Sister/Meneti
Klith tai Kharsack	F	IMP	ENS	Comm	86	Drug-Controlled

Meneti's Romulan Aides

Name	Ge	Rac	Rnk	Post	To-Hit, Modern	PC (Unarmed)	PC (Armed)
Marg vestai Zanis	M	ROM	LCM	Cmnd	46	95	27
Maraktai Kharsack	M	ROM	CMD	Cmnd	52	38	80
Mintextai Gashtor	M	ROM	LCM	Cmnd	77	44	72

(One of these NPC's will be with Meneti at all times.)

The Assassin

Name	Ge	Rac	Rnk	Post	To-Hit, Modern	PC (Unarmed)	PC (Armed)
Mossoric Luvaci	M	HUM	ENL	Comb	78	56	74

(This NPC is under Meneti's drug control. He believes completely that he is saving his commander from would-be attackers.)

Remaining Marine Contingent on Hand At Valtor Outpost

Name	Ge	Rac	Rnk	Post	Remarks
Kasar vestai Surn	M	IMP	ENS	Secur	
Kimicar vestai Horon	M	IMP	ENS	Secur	
Kinhar tai Abarsha	M	IMP	LTN	Weap	
Kolass vestai Rixen	M	IMP	ENS	Sensr	
Kolax tai Decara	M	IMP	ENS	Sensr	
Korick tai Rashtesh	M	IMP	ENS	Sensr	
Krail tai Zantir	M	HUM	ENS	Sensr	Relieved of duty
Krath vestai Zantir	M	HUM	LTN	Sensr	Relieved of duty
Krenth vestai Karat	M	IMP	LCM	Secur	
Krett vestai Nestar	M	IMP	LTG	Comm	
Krox tai Rovashi	M	IMP	ENS	Weap	
Ksar vestai Sarn	M	HUM	LCM	Weap	Relieved of duty

Key To Abbreviations

Cmnd	Command Personnel	Rac	Racial Type
Comb	Combat Troops	Rnk	Rank
Comm	Communications	S	NPC served aboard <i>Slasher</i>
Ge	Gender	Secur	Security
Medic	Medical Staff	Sensr	Sensor Specialist
Post	Position	Weap	Weapons Specialist
PC	Personal Combat		

RANDOM ENCOUNTER AND EVENTS

RANDOM ENCOUNTERS

Inside the Outpost

Fifty percent of all random encounters within the Valtor III outpost will involve contact with the few security and marine troops still on duty at the underground compound. In addition, encounters with off-duty personnel going to and from their posts to recreation or barracks areas is to be expected. A few of the more intelligent Jileaca (never more than a dozen at any one time) are also allowed within the compound. These serve as personal valets and servants for the senior officers and are seen going about their business at any hour of the day.

Outside the Outpost

Once a day, a marine detachment patrols the outer passages and storage chambers surrounding the underground installation. At these times, the marines conducting the perimeter sweep have standing orders to shoot anyone who cannot immediately justify their presence outside the compound walls. Apart from the Jileacan camp, there is very little activity on the planet's surface. There is only a ten percent chance of encountering a Jileacan on the planet's surface near the landing pad area. If a Jileacan is encountered, the individual will avoid any contact whatsoever with Klingons, using his avian nature to withdraw rapidly from the area.

RANDOM EVENTS

Once every four hours during the players' stay on Valtor III, the gamemaster checks to determine whether or not a random event has occurred. This is done by rolling two six-sided dice and consulting the following table. A description of each random result listed is given below. Note that each event can only occur once during the course of the adventure. If a roll against the even table results in a random event that has previously occurred, treat the result as "No Random Event" instead.

Random Event Table	
Die Roll	Result
2-4	No Random Event
5-6	Romulan Transmissions
7-8	Fist Fight
9	Escaped Patient
10	A Body Is Discovered
11	Magnetic Storm
12	Meteor Storm

Romulan Transmissions

Sensors aboard ship detect messages in Romulan code that are originating from within the Valtor compound and being beamed toward the Jileacan settlement. The code is one not yet encountered by Klingon intelligence and so cannot be deciphered. Due to its unusual frequency, the message is known to have been sent via a personal communicator.

Fist Fight:

A brawl between a marine guard and a navy officer results in injuries to both. The naval officer will be one of several NPCs denoted as having been relieved of duty prior to the landing party's arrival, due to their particularly strong resistance to the effects of the Triburnias wine.

Escaped Patient:

One of the patients being treated in the medical center escapes confinement. The NPC will be suffering from extreme paranoia, among other effects of the wine made from the Triburnias fruit. Anyone the maddened patient encounters will be treated as a would-be assassin.

A Body Is Discovered:

The body of a naval officer will be discovered in one of the cavern's many underground storage rooms. The NPC will be one of those who visit the landing party if this event is rolled after that meeting has taken place, or one of the officers killed by Meneti and hurriedly disposed of before the *Malevolent's* arrival.

Magnetic Storm:

Adverse weather conditions prohibit any communication with the *Malevolent* due to magnetic storms on the planet's surface. The duration of the storm can be determined by rolling one six-sided die, the result being the number of hours the storm will continue before communication can be resumed. Shuttlecraft flight during such conditions is possible but only at extreme risk.

Meteor Storm:

A severe meteor storm forces the *Malevolent* to temporarily leave orbit. Communication with the surface is still possible, although shuttlecraft flight to and from the planet cannot be undertaken until the danger passes. To determine the length of the meteor swarm, roll two six-sided dice, the result being the number of hours before close orbit can be continued.

JUDGING THE INSPECTION

During their stay at the Valtor III outpost, acting either independently or as a group, the players may uncover various items of interest during their inspection of the planet. Many of these represent clues as to the true situation on Valtor, which could influence their decisions and the course of the adventure as a whole. These findings are listed for the gamemaster's use below and are presented by their location both inside and outside the outpost's compound.

INSIDE THE COMPOUND

Administration Building

Room (A1): Kletarc has hidden his personal log in a small compartment underneath the floor of his quarters. In it, he has made numerous notes describing his feelings toward Meneti and the situation on Valtor in general. Should players uncover this log, a brief examination will reveal mention of Kletarc's bribe to Meneti, the sudden illness of garrison personnel, and the strange shifting of loyalties that began slowly thereafter. Among Kletarc's personal effects, there is also a presentation sword bearing the stamp of the Imperial Diplomatic Corps, awarded him by his superior upon reassignment to Valtor III.

Room (A2): In this room, players will find several pictures and personal mementos dating from Kletarc's days aboard the destroyer *Slasher*. The commander's duty log containing official entries concerning the conduct of the outpost's day-to-day operations is missing. Behind one of the paintings in his office is a wall safe keyed to Kletarc's personal code. Should any player attempt to make a successful roll against his rating in *Computer Technology*, he will be able to open the safe.

Inside will be found three small dilithium crystals. These are deliberate plants by Meneti, part of the payment he received from the Romulans prior to the start of this adventure. The remaining crystals are under guard in the Jileaca camp, along with several surveillance/sensory tapes removed from the outpost.

Room A3: A small woman's ring will be found near one of the room's food disposal units. This ring belonged to agent Kintax and was accidentally removed during her struggles when captured by Meneti's marines. The ring, which dates from her graduation from Fleet academy, can be identified as belonging to the missing officer. There are traces of blood on the ring. There are also scorch marks on one of the walls, which Meneti will explain as being the result of an accidental weapon discharge during an argument between two officers. In reality, these are the results of a battle between Kintax and her captors.

Room A5: Contained among the numerous viewing tapes on hand for outpost personnel are recent documentaries illustrating the roundup and transportation off-planet of hundreds of Jileaca. Also present are tapes depicting the massacre of female Jileacans and their young, the result of a surprise raid conducted by Kletarc shortly after his arrival on the planet.

Room A6: A close examination of this room will disclose the absence of several log tapes of outpost communications. These tapes contain recordings of Meneti's conversations with his Romulan allies. Their loss will be blamed on Kletarc.

Room B3: Examination will show that portions of the outpost's administration computers (those used exclusively by Kletarc and Meneti) have had portions of their memory banks wiped clean. Meneti has done this to cover up any incriminating evidence Kletarc may have stored in the computer. Meneti lacks the knowledge to do a thorough search for files Kletarc may have hidden carefully.

Room B8: Hidden behind some crates is a mutilated body of one of the outpost's missing garrison officers Meneti has had killed. Time has not permitted removal of the body to the planet's surface, and so Meneti has had it disfigured to resemble wounded by a Jileacan farming utensil.

Room B9: Several boxes of food concentrates are missing from this area. These are being used by Meneti's marines in the Jileaca camp.

Room B10: Evidence of efforts to cultivate native Triburnias tree saplings under artificial conditions are apparent here. Also in evidence is a crude distillation apparatus used by several of the outpost's personnel in their first attempts to concoct a strong wine from the Triburnias fruit.

Room B13: There are signs that this room has been broken into in the recent past. Several boxes of spare parts used in repairing communications devices are missing.

THE INTELLIGENCE CENTER

Room F8: A search of Kintax's locker will reveal her personal effects still in place, although she has officially been listed as dead. By tradition, her effects should have been distributed among her fellow officers.

Room F10: The electronics lab shows signs of having been used recently. (It is here that Meneti had fashioned his remote-control detonator.) Players rolling against their rating in *Electronics Technology* can detect indications of relay circuitry being manufactured here.

Room G6: Several of the cells in this holding area show signs of recent occupancy.

Room G7: Indications of prisoner interrogation are present. These signs are evidence of Meneti's unsuccessful attempts at questioning agent Kintax.

Room G8: An examination of the security center reveals all materials dealing with Romulan codes missing. Kletarc is blamed for their absence.

MEDICAL CENTER

Room C2: The outpost's medical center will present data on the garrison's officers who are said to be suffering from the local Jileacan virus. While dates and times correspond

with Meneti's claims, there are also entries made by the outpost's Chief Medical Officer, unknown to Meneti, hinting that the symptoms displayed by the first of Meneti's subjects are not consistent with the normal course of Orion virus strains. A false record of officer Kintax's death will be recorded in the medical computer, indicating death by virus infection and complications three days ago.

Room C4: In the diagnostic center are found blood samples taken from the Orion slavegirl, presumably for study of the possibility of making an antidote against the local virus so resembling Orion fever. If players cross-check the medical computer, however, no indication that such tests have been carried out will be found. This is a deliberate ruse on Meneti's part.

Room C9: Several patients are undergoing treatment to combat the local Jileacan virus that has afflicted much of the garrison. In reality, these patients are in the final stages of Meneti's conditioning process, following massive doses of Triburnias hallucinogenic.

Upper Level: The top floor of the medical center is unoccupied and only partially completed. Various crates and boxes containing additional medical supplies are in evidence. A careful examination of some of these, however, will uncover a hidden cache of Romulan foodstuffs belonging to Meneti's Romulan aides. In addition, any player making a successful roll against his rating in *Electronics Technology* or *Computer* will notice parts of a disassembled battle computer on hand as well. This is the result of an inspection of one such device by one of the Romulan centurions acting as an aide to Meneti.

MARINE BARRACKS

Room D1: In Major Meneti's quarters the Orion slavegirl will be found chained to a wall. Observant players will also note the presence of a holocube with images of a female engineering officer not part of the Valtor garrison. This is Meneti's late consort.

Room D4: A pair of high-quality boots belonging to one of the missing garrison officers is among the possessions of one of Meneti's enlisted men. (A piece of plunder not reported.)

Room D20: Missing from this room are two crates of grenades, diffusion and sonic. These have been taken by Meneti's marines upon departure for the kuve camp. Three boxes of sonic grenades and one of diffusion grenades remain. There are 24 grenades to a crate.

Room D21: Environmental suits belonging to Meneti, Kintax, and the missing marines are gone from their lockers in this room.

Room D22: All but one of the six sonic mortars assigned to the marine contingent are missing from this room. These are currently in the hands of Meneti's troops in the kuve camp.

Room E19 and E20: The personal effects of two junior officers belonging to Kletarc's assault team are missing.

Room E21: Numerous small arms (Mark II disruptor rifles and pistols) are missing, being in the hands of Meneti's marines in the kuve camp.

Room E24: In the inspirational media room, conspicuous among other titles are several copies of an Imperial documentary presenting Captain Meneti as a hero of the empire upon his return from captivity.

Room E25: This room has been temporarily converted to living quarters for Meneti's Romulan aides. While the Romulan centurions have been careful not to have anything with them that might suggest their origin, they do *not* have with them any personal effects indicating their Klingon origins or past duty assignments.

RECEPTION STATION

Area H3: During their inspection, players will note one of Meneti's marines performing what appears to be routine maintenance on one of the outpost's two shuttlecraft. To all outward appearances, however, the craft will appear in perfect operating order. Should any of the landing party later investigate this area, players may attempt a roll against their rating in *Electronics Technology*. A successful roll will uncover a remote-control relay installed aboard the craft that is rigged to detonate the outpost's fuel depots from space.

Room H5: When first arriving at the Valtor outpost, all players submit to a holographic security scan in this security lock area before being granted admittance to the rest of the underground facility. Automated security devices contained in this room selectively defend against any non-Klingon life forms. If the outpost's security computers detect the presence of Jileaca in this area, the room is immediately sealed and flooded with nerve gas. Once the landing party has been admitted, however, Meneti will disable the control devices in this room, thus allowing the kuve access through this portal when the attack begins. Players entering this area a second time will notice portions of the ceiling's paneling out of place and numerous wires dangling unconnected.

Room H8: This is the access chamber to the elevator shaft leading to the planet's surface. This lift is used by technicians repairing sensor equipment above ground. Normally locked by the outpost's security computers, access being granted only with proper authorization.

OUTSIDE THE COMPOUND

Meneti has stored his remaining supply of Triburnias wine in several of the small caverns that lie outside the compound walls.

IN THE JILEACA CAMP

If the Jileacan settlement is taken intact, there is a 70% base chance that Kletarc and Kintax will be discovered drugged and unconscious but otherwise unharmed. At any time when a member of the landing party enters one of the Jileacan Roshvarl, the gamemaster rolls to determine whether or not one of the missing officers are present. A roll of 1-70 results in either of the officers being discovered (gamemaster decides which one). A result of 71-90 results in a marine guarding the prisoner as well. A roll of 91-00 indicates nothing within that particular habitation. Should each of the Jileacan Roshvarl be examined and no sign of the officers be uncovered, it can be assumed that Meneti has had his prisoners transferred to a Romulan shuttlecraft hidden in the grasslands to the east of the camp. Along with his prisoners, Meneti has transferred the majority of his dilithium crystals and such log tapes as could be used to prove his treachery. Along a nearby stream beyond the Jileaca camp, a shallow grave contains the charred remains of those officers Meneti has been unable to subvert.

JUDGING THE EQUIPMENT

The following information is given to assist the gamemaster in the use of various items referred to in this booklet.

Administrative Shuttle

This shuttlecraft is similar in size and function to a Federation ship of the same type. It can be operated by a single individual and can carry up to seven passengers. It is armed with a disruptor cannon (treated as having twice the range and firepower of a disruptor rifle) and can operate at speeds of light. Meneti has arranged to have a remote detonation device placed aboard one of these craft that will permit him to detonate the outpost's fuel depots if need be up to one light year away.

Assault Shuttle

The PAV-1 mounts a modified, high-rate-of-fire KVD-1 disruptor firing in a forward 180-degree arc. The Klingon *Malevolent* carries three such assault shuttles in place of standard shuttlecraft during this adventure.

Battle Computer

When actively engaged via a tricorder tied into the ship's computers, this device assists in the precise tracking and targeting of enemy troops in an area up to 500 meters. Whenever players engage in armed combat against enemy personnel within this radius, using the battle computer effectively increases all To-Hit (Modern) ratings by 10.

Beam Weapons

The individual Romulan beam weapons described in this booklet are the old-style energy weapons worn on the hand, as described in *The Romulans* supplement. The gamemaster may substitute old-style hand lasers as desired. The two-man version is a portable energy cannon with a range of 500 meters. Damage potential for this weapon is 100/80 up 200 meters, 80/60 up to 300 meters, and 60/40 afterwards.

Combat Suits

The combat version of the standard environmental suit is capable of absorbing 200 points of damage (all types) before being rendered inoperable. At this point, any damage sustained will be inflicted on the individual as normal. All activities performed in combat suits require double action points.

Grenades

Diffusion grenades will effectively reduce the To-Hit (Modern) rating of anyone firing either phasers or other charged particle weapons through a diffusion cloud by 20. Disruptor weapons are not affected by diffusion grenade clouds. The effectiveness of a diffusion cloud extends to 30 meters and lasts for five minutes. Sonic grenades will cause 50/20 points of damage to anyone within 20 meters of their impact.

Holocube

This is a luxury commodity generally not found outside the inner reaches of the Empire. Each cube can contain up to four separate, three-dimensional projections of a given subject that, at the owner's discretion, can be made to appear simultaneously or in a repeating sequence from different angles. The holocube found in Meneti's possession will display images of a young female Imperial Klingon in the uniform of a ship's engineering officer. This is Kajara, Meneti's consort, who was killed by the Romulans after her capture with the *Slasher's* boarding party.

Orion Slave Girl

Green Orion females are renowned throughout the galaxy for their vicious seductiveness. The female encountered during Meneti's reception is no exception. Purchased



with part of the bribe offered him by Kletarc and smuggled into the outpost on a supply ship several months ago, the slave girl D'Vanna represents the best of her breed. Klingons are particularly vulnerable to the charms of a skilled Orion. During the reception, all player characters must make a Saving Roll against his or her INT, modified by subtracting 30 (this being the girl's rating in her *Courtesan Skill*). If the player's Saving Roll against his or her modified INT score is successful, the player remains immune to the Orion's allure. Failing a Saving Roll, however, will result in the player being overcome with desire for D'Vanna. It is potentially possible that more than one player may be so affected at the same time.

Pocket Scrambler

This device generates a static field that reduces the effectiveness of standard security surveillance devices within a ten-meter radius. Anyone attempting to monitor conversations in the presence of a pocket scrambler must make two successful Skill Rolls against his rating in *Security Procedures* to penetrate the scrambler's effects.

Portable Shield Generators

Portable shield generators can be set to function at one of three operation ranges. Up to a 50-meter diameter, the shield generated can absorb up to 150 points of damage (all types). At a 100-meter diameter setting, the shield generated can absorb up to 100 points of damage (all types). At a 150-meter setting, the shield generated can absorb up to 50 points of damage (all types). The shield generator cannot be recharged once its capacitors have absorbed maximum damage levels, but can be re-energized by microwave power relay from an orbiting ship when not otherwise in use. Recharging takes one hour to perform. The shield generator cannot be used once the recharging cycle is activated.

Sonic Mortar

Projectiles from a sonic mortar will cause 80/60 in damage to anyone within a 30-meter radius of impact.

Triburnias Wine

Except for a few bottles disguised as anti-fever serums in the medical center, Meneti has had all remaining traces of the hallucinogenic Triburnias wine removed to the outer caverns surrounding the outpost compound. In the unlikely event that anyone should stumble upon Meneti's hidden cache, they will discover several dozen bottles boxed as medical supplies.

When fermented properly, Triburnias wine is a pale yellow in appearance. Should any of the players partake of the wine, they must make an immediate Saving Roll against their INT averaged with their END score. An unsuccessful roll results in temporary unconsciousness. While contact with the Triburnias wine in the context of this adventure will not be of sufficient duration to allow players to fall under Meneti's control, even minimal contact will result in a heightening of paranoia and/or feelings of insecurity that might be present, as well as strengthening any aggressive tendencies.

Watchdogs:

Two dozen watchdog weapons pods are scattered over the surface of the Valtor compound within a 100-meter radius. Treat each as equivalent to two Mark II disruptor rifles set on maximum capacity. These weapons will normally track and lock onto any non-Klingon life form coming within their range. Meneti will disengage the computer used to control these emplacements at the time of the expected Jileacan attack on the outpost.

ADAPTING TO ONGOING CAMPAIGNS

Following are some suggestions for incorporating this adventure into a campaign already in progress:

MENETI AS MAIN PROTAGONIST

While Major Meneti is clearly a central figure in this adventure, the emphasis is on the *Malevolent's* landing party as they confront the crisis on Valtor. Many critical decisions and actions on Meneti's part are already assumed prior to the *Malevolent's* arrival. One variation is to begin the adventure with Meneti only recently arrived on Valtor, outwardly loyal but inwardly plotting his revenge against Kletarc. This would allow the player adopting the role of Meneti a wide range of possibilities. Would his discovery of the Triburnias fruit's effects cause him to formulate his conspiracy in necessarily the same way? What if the nature of the Triburnias drug is not uncovered in the first place? What other methods might Meneti pursue to gain his ends?

USING ORION CHARACTERS

Given Valtor's location, it is possible to substitute Orion non-player characters in place of the Romulans used in this adventure. The Orions should not be expected to operate in quite as straightforward a manner as the Romulans, however. Their own priorities can vary considerably. Thus, the potential for a double (or even triple) cross would make for an interesting, if complex, variation.

USING A DIFFERENT STARSHIP


The *D-7* class is not the only type of vessel Imperial Fleet Command might send out to deal with the Valtor situation. Any one of several types of ships can be considered. The *L-9* and *D-18* class in particular are likely candidates. (See FASA's *Ship Recognition Manual: The Klingon Empire*).

DESIGNER'S NOTES

A Matter Of Priorities is a very human story that illustrates to what degree Klingons can also be motivated by strong emotions. In this adventure, the primary emotion displayed is hate, in the form of Meneti's desire for revenge. Other emotions, such as greed and individual lust for power, are also represented.

This adventure also attempts to show the extent to which first appearances can be very deceiving in the Klingon Empire. Players will quickly find that the personal priorities that motivate their characters are often directly opposed to those of their comrades. How players seek to discover these conflicting priorities as they interact with each other, and how they can deal with them and still accomplish their mission is what this adventure is really all about.

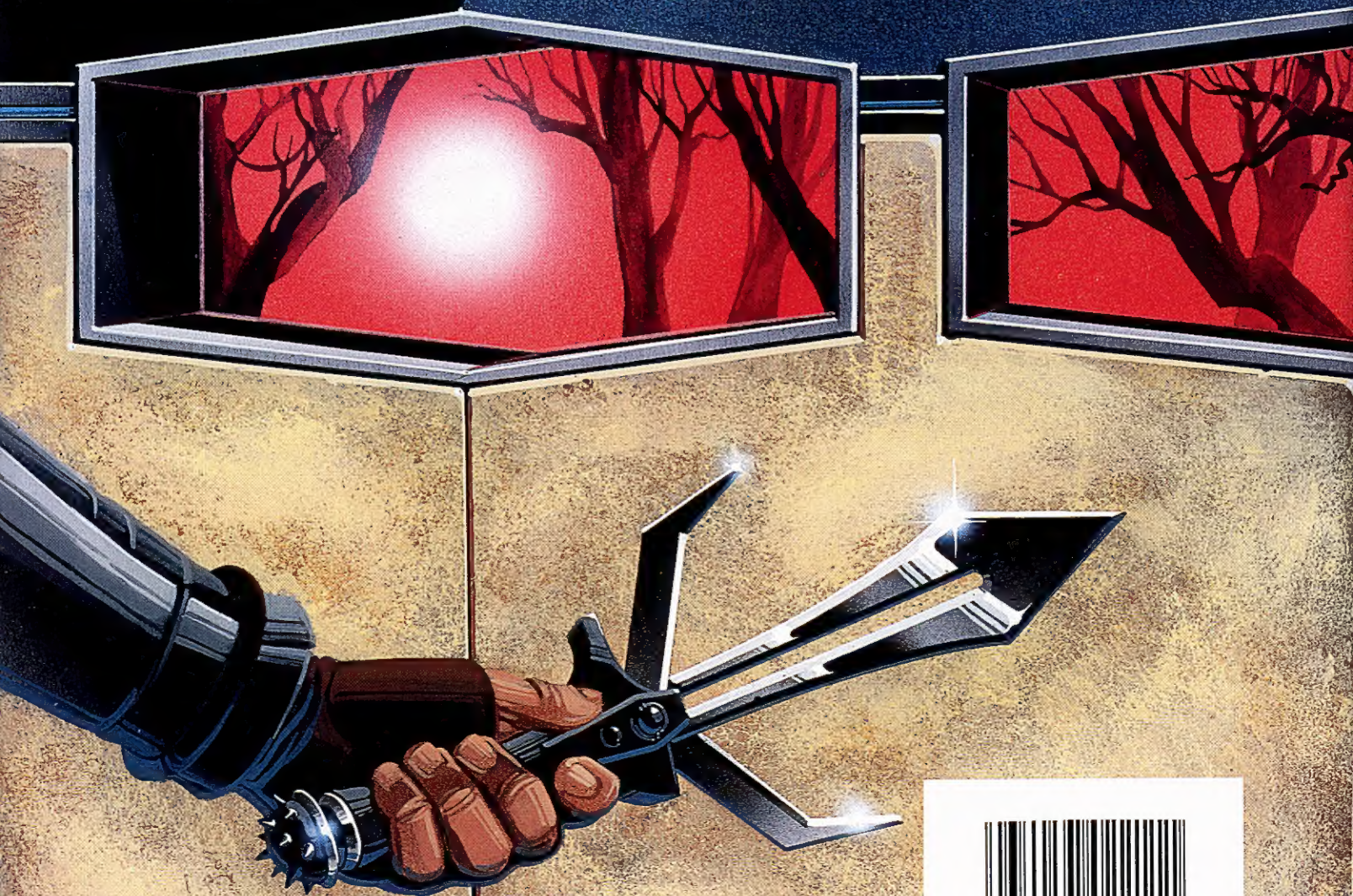
With the possibility that Meneti may escape from Valtor, this adventure could easily set the stage for a continuing series of adventures as Imperial Security forces attempt to track down the traitor and make an example of him. As play continues deeper in the Triangle, a wide variety of encounters with different types of player and non-player characters can be accommodated.



As newly-promoted Commander of the refitted *IKV Malevolent* patrolling near the infamous Triangle Zone, opportunities for quick advancement and promotion would arrive as a matter of course. Although the crew has different opinions about the current power struggle in the politics and policies of the Klingon Empire, they all work well together.

Then came the order from Fleet Command to perform a security inspection on the secret intelligence base on Valtor III located in the Klingon/Romulan disputed area. *Captain's discretion* allowed.

Captain's Discretion: the chance to live or die by one's own actions. No one said that success in the Klingon Empire was easy.



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